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Angels of Death™



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Blood Angels and Dark Angels Space Marine Chapters Codex



ANGELS OF DEATH

THE BLOOD ANGELS & THE DARK ANGELS

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INTRODUCTION



Angels of Death is the third Space Marine Codex. The first described the history and background of the Space Wolves Chapter, and the second described the Ultramarines. This Codex, unlike the first two, describes *two* Space Marine Chapters: the Dark Angels and the Blood Angels. Although different in many important ways, they share one unique bond: each Chapter harbours a dark and terrible secret dating back over thousands of years to the time of the Horus Heresy.

The Dark Angels were the very first Space Marine Legion. They were formed by the Emperor more than 10,000 years ago and were at the forefront of the Great Crusade that reunited the scattered outposts of humanity, and carved out the boundaries of the Imperium which have lasted almost unchanged to this day. They are regarded as the epitome of the dedicated Space Marine warrior: serious-minded, slow to anger, but tenacious and all but unstoppable in their zeal once aroused.

Almost uniquely amongst the Space Marine Chapters, the Dark Angels have no home world. Instead, their base of operations is a huge space-borne fortress-monastery known simply as 'the Rock'. Once an asteroid, the Rock has been mined and converted into a spacecraft of truly gargantuan proportions, dwarfing in size all other space-going vessels apart from the largest space hulks. The Rock travels slowly through the Imperium, constantly changing course and direction, now appearing at one place, then vanishing only to reappear at a point hundreds of light years distant. Some say that the Rock cannot be controlled in the same way as other

Imperial craft and is moving randomly through the warp, while others argue that its course is determined at the whim or fancy of the Supreme Master of the Dark Angels. As the following pages will reveal, neither argument could be further from the truth...

The Blood Angels are another of the original twenty Space Marine Chapters from the First Founding. They have a long and proud history, and the bravery and self-sacrifice of their Primarch Sanguinius during the Horus Heresy is legendary. When the Emperor teleported aboard Horus's battle-barge for his final confrontation with the rebel Warmaster, Sanguinius also was there. Unfortunately he was separated from his liege lord and chanced upon the Warmaster alone. Although Horus offered him a throne by his side and the pick of human worlds to rule, Sanguinius refused, even though he knew such a refusal would seal his own doom. He was no match for Horus at the height of his daemon-provided power, and was slain by the Warmaster in single combat.

It was, perhaps, this event more than any other that shaped the future of his Chapter. For the psychic echo of his terrible death can still sometimes be heard by those of his gene-seed, causing a madness and a fury to come upon them, and tainting their souls with a darkness of vision.

Both the Dark Angels and Blood Angels have been followed by a number of successor Chapters. These Chapters drew on their progenitors' gene-seed when they were created and are very similar to them in terms of organisation and character. Brief descriptions of these Chapters are included in this book, along with enough organisational information and painting details to allow experienced players to build armies based on a successor Chapter if they desire.

If you wish to build a Dark Angels or Blood Angels army, then this book provides all of the information you will need. There is a detailed history, army list, painting details, and special rules for each Chapter, as well as descriptions of several famous characters drawn from their histories and rules which allow you to use these characters in your games.

The Angels of Death Codex also acts as a useful guide for players who are thinking of designing their own unique Space Marine Chapter, as it gives an insight into just how different and varied Space Marine Chapters can be even though they may appear superficially to be the same. Creating your own Chapter is a popular alternative with many players because it provides a real challenge to their modelling and painting skills, as well as testing their imagination and ingenuity to the limit. Because of this, designing your own Chapter can be a most rewarding experience, though it has to be said that it involves a lot of hard work if you want to get it right!

"Onward to honour, brothers. We shall eradicate the Genestealer threat. Onward for the Emperor, our people, and our Chapter. Onward for the Deathwing!"

Captain Gabriel of the Deathwing



THE SPACE MARINES

In the dark universe of the 41st millennium, vast and terrible forces threaten the very existence of humanity. Alien races such as Orks and Tyranids ravage entire solar systems, and the soul of every living human is menaced by the daemonic powers of Chaos. Shielded only by the potent psychic power of the immortal Emperor, the Imperium of Man is besieged by hostile forces. Ranged against these inimical enemies are the armies of the Imperial Guard, the giant war machines of the Titan Legions, and most potent of all, the mighty Space Marines of the Legiones Astartes.

A Space Marine is a towering warrior, the product of intensive training and genetic manipulation. This transforms mortal men already selected from the deadliest warrior races in the known universe into superhuman killing machines armed and equipped with the best weapons humanity can devise.

Every Space Marine is born an ordinary human. The conversion into a super-warrior is achieved by the careful implantation of genetically cultured organs, created originally from the gene-seeds of the Primarchs themselves. Once implanted these organs grow and modify the recipient's genetic structure. Selected hormones are boosted to aid growth, expand muscle tissue and strengthen bone structure, while other genetically tailored substances are released into the Space Marine's bloodstream which cause further changes throughout his body. This process takes many years and can only occur while the Space Marine is still growing, which means that all Space Marines are recruited at an early age and start training before they reach adulthood.



Horus

SPACE MARINE CHAPTERS

The Space Marines are organised into Chapters. Each Chapter is a self-sufficient army, equipped with spacecraft and supplies, and capable of responding at a moment's notice to any threat to the security of the Imperium. Many of these Chapters have histories pre-dating the Imperium itself, back to a time more than ten thousand years ago when the Emperor still walked among men. In those days the Emperor created the Primarchs, twenty immortal superbeings who were to be his generals and comrades during the Great Crusade to reunite the human worlds.

The Primarchs were the creations of the Emperor himself, and they wielded powers the like of which are not known in the universe today. The first Space Marines of the nascent Imperium were also the creation of that period. In those days the Space Marines were organised into formations known as Space Marine Legions. Each Legion was led by a Primarch, and they were considerably larger than the later Space Marine Chapters.

Many of the Primarchs' names ring down the millennia, and the tales of their deeds are legendary. Names such as Leman Russ, Rogal Dorn and the angel-winged Sanguinius are spoken of with awe on any worlds where mankind dwells. They command a reverence second only to that afforded the Emperor himself. Other names are cursed wherever men gather, for many Primarchs rebelled against the Emperor and followed Horus, mightiest of their number, when he raised his standard against all mankind. During the dark time known as the Horus Heresy they gave themselves over to Chaos, and ravaged the worlds of the Imperium, in a war that was to eventually lead to the death of Horus, and the incarceration of the fatally wounded Emperor within his life-preserving Golden Throne.

THE HORUS HERESY

Horus was the greatest of the Primarchs and the most trusted of all the Emperor's generals. None guessed that he owed his success to more than mortal courage. Later events showed that Horus served a darker master and that his loyalty to humanity was nothing but a pretense from the start. Somehow his gene-seed had mutated, corrupting both the Primarch and his Legion. While pretending to fight for humanity, Horus and the troops under his command were actually slaves of the Chaos Gods. When the time was right Horus turned on the Emperor, leading his Legions upon Earth in an attempt to crush the Emperor with one swift blow. Between nine to eleven Legions sided with Horus, accounting for more than half of the entire Space Marine forces and including the most experienced and battle-hardened armies of the Imperium.

It would take many pages to describe in full the attack of Horus upon Earth and his subsequent defeat. Suffice to say the short war ended when the Emperor teleported onto Horus's battle-barge and slew the traitor. However, before he died Horus mortally wounded the Emperor and killed Sanguinius, Primarch of the Blood Angels.

The wounds inflicted by Horus on the Emperor were grave, but somehow he survived long enough for his body to be encased in the Golden Throne which has preserved him for over 10,000 years. The defeated Traitor Legions were driven from Earth and escaped to a region of the galaxy known as the Eye of Terror. From there they have continued to raid the Imperium ever since, slowly becoming more and more physically corrupted by the influence of the Chaos gods as time passes. Now there can be no doubting the gods they worship and the malevolent effect this dark allegiance has on the human mind and body. These are not merely the same Traitor Legions that attacked Earth all those millennia ago, but the very same Space Marines, doomed to battle for their dark masters for all eternity.

THE CODEx ASTARTES

The Horus Heresy revealed weaknesses in the gene-seed of several of the early Space Marine Legions, which had been exacerbated by the need to keep the huge Space Marine Legions up to strength in the terrible wars being fought at the time. The powers of Chaos had been able to use the resulting corruption to turn Horus and many of the Space Marines under his command against the Emperor. Once Horus had been defeated it was decided to reorganise the structure of the forces in the Imperium so that a similar catastrophe could not happen again in the future.



This work was undertaken almost single-handedly by the Primarch of the Ultramarines, Roboute Guilliman, whose hugely influential work the *Codex Astartes* laid down the basic organisation and tactics of the new Space Marine Chapters. The *Codex Astartes* decreed that the old Legions be broken up and reorganised into smaller fighting forces which would be less of a threat to the Imperium if they became corrupted. Most, but not by any means all, of the new Chapters numbered about 1,000 men, organised into 10 companies of one hundred men each. Some Chapters were considerably larger or smaller than this however, and Chapters are often increased beyond their standard strength if they are involved in a protracted or highly intensive war.

The old Space Marine Legions were divided up to create a Chapter of the same name as the Legion and a number of other Chapters with new names. It is not known exactly how many Chapters were created after the Horus Heresy, as many Imperial records have been lost, and many Chapters have been created and destroyed in the 10,000 years that have followed. The only thing that can be said for certain is that at present there are just over 1,000 Chapters scattered across the Imperium. Because of this uncertain history the list below cannot hope to be complete, but it includes all of the Chapters known to have been created immediately following the Horus Heresy, in what became known as the Second Founding.

Original Chapter	Successors
Space Wolves	Wolf Brothers.
Ultramarines	Eagle Warriors, Silver Eagles, Doom Eagles, Novamarines, Patriarchs of Ulixis, White Consuls, Black Consuls, Libators, Inceptors, Praetors of Orpheus, Genesis, Aurora (all of these Chapters are known as Primogenitor Chapters or First Born).
Dark Angels	Angels of Absolution, Angels of Redemption, Angels of Vengeance (together with the Dark Angels, these Chapters are known as the Unforgiven).
Imperial Fists	Black Templars, Crimson Fists.
Blood Angels	Angels Encarmine, Angels Sanguine, Angels Vermillion.
White Scars	Marauders, Rampagers, Destroyers, Storm Lords.
Iron Hands	Red Talons, Brazen Claw.
Salamanders	(None known)
Raven Guard	Black Guard, Revilers, Raptors.

Not all Chapters follow the strict organisational and tactical guidelines of the *Codex Astartes* rigidly. Those that do are sometimes referred to as 'Codex Chapters' because they adhere so closely to the organisation and identification markings laid down in the *Codex Astartes*. Of all the *Codex Chapters* the oldest and most famous is the Ultramarines, the Chapter of Roboute Guilliman himself. Many of the other *Codex Chapters* are Ultramarine Successors.

However, most Chapters do not stick rigidly to the *Codex* patterns laid down for organisation, tactical roles or other processes. A small number of Chapters do not follow the *Codex* at all, the most famous of these being the Space Wolves, whose strong-willed Primarch moulded his Chapter according to his own views. Many more Chapters are organised largely according to *Codex* guidelines but have slight variations. Both the Blood Angels and the Dark Angels fall into this category, as will become clear when we examine the two Chapters in more depth in the pages that follow.

FURTHER READING

This introduction to the Space Marines is necessarily brief. Further information about the creation of the Space Marines, the Horus Heresy and the *Codex Astartes* can be found in *Codex Ultramarines* and, to a lesser extent, in *Codex Space Wolves*. Our monthly magazine *White Dwarf* regularly carries articles about the history of the Imperium and the troops that form the Imperial armies. In addition *Space Marine*, *Titan Legions* and *Armies of the Imperium* for the Epic system include extensive information about the 'higher level' organisation of the Space Marines (ie, for company level and above).

SPACE MARINE POWER ARMOUR

For more than 10,000 years power armour has symbolised the dedication and iron resolve of the Legionaries Astartes. A suit of power armour is much more than just a piece of equipment: it is a well-crafted and carefully maintained icon that has deep personal significance to the Space Marine that wears it. Receiving his first suit of power armour is an important turning point in the life of any Space Marine. The suit of armour is not given freely – it must be earned. All new Space Marines first serve in the Scout company, and it is only after they have proved their mettle in numerous battles that they are allowed the privilege of wearing power armour.

Each suit of Space Marine power armour is hand-crafted by a Techmarine armourer from materials he forges and designs himself. This means that while all suits appear superficially to be the same, each is in some way different, reflecting the character of the armourer who built it.



Making a suit of power armour is a long process that takes many months to complete. At each stage the correct ceremonies and liturgies must be carried out to ensure that the armour offers spiritual as well as physical protection. If even the slightest thing goes wrong during the construction process then the entire suit must be discarded and the whole process started again.

Older types of armour are associated with the past history of many Chapters and often with the deeds of heroic individuals. A piece of armour that can be shown to have belonged to an old Chapter hero is valued above all others. As successful Space Marine officers are often presented with ancient pieces of armour, a single armoured plate or helmet might have a long and famous history and could have belonged to a whole succession of Space Marine heroes.

POWER ARMOUR CONSTRUCTION

The most important element in the construction of a suit of Space Marine power armour is the large ceramite armour plates which provide the main form of protection against enemy attack. Individual plates of armour can be up to an inch thick, and have a special 'honeycomb' design which helps to dissipate energy and localise any damage suffered by the suit. Against most small arms the armour reduces the chance of injury by between 50-85%, and it provides some form of protection against all except the most powerful weapons encountered on the battlefields of the 41st millennium.

On its own a suit of power armour weighs over 250 lbs, and even a Space Marine would find it difficult to move while wearing it were it not for the electrically motivated fibre bundles implanted in the armour. These fibre bundles replicate the wearer's movements, and allow him to move about easily and freely. In addition, most suits of power armour include a gravitic energy damper which effectively reduces the weight and inertia of the suit to the same level as that of a normal human being.

The energy source for power armour is a small battery using a stacked atomic chain which is housed in the suit's back pack. The back pack also contains all the extra equipment needed to maintain life-support, air recycling, fluid recovery, and the various automatic medical functions.

The suit's helmet is fitted with automatic sensory devices which allow the wearer to see and hear quite normally, but he can also see infra-red and ultra-violet light, and hear a wider range of sound frequencies. The wearer is also able to selectively enhance a visual image or sound should he wish. If exposed to blinding lights or deafening noises, the computer processor acts as a safety valve and dampens down the stimuli preventing damage to the Space Marine.

ARMOUR VARIANTS

Most humans who have any contact with Space Marines will know and recognise the most common types of Space Marine armour quite readily. However, there are other older types which remain in service to this day and which are very different in their design. Some Space Marine Chapters use only a single type of armour while others make use of several different types.

Many of the older variants have special associations for particular Chapters and may be worn by ceremonial guards or by elite units for example. Other Space Marine Chapters are less formal in their use of armour, mixing various types into their fighting units with little or no regard for conformity. The degree of uniformity within a Space Marine Chapter varies a great deal from Chapter to Chapter and is often determined by historical precedent or tradition.

The first suits of Space Marine power armour were developed from the armour worn by the techno-barbarian warriors that dominated the Earth during the time known as the Age of Strife. This primitive form of power armour was used by the first Space Marines as they battled beside the Emperor to unite the planets of the Terran solar system under his sole control. Once the Terran system was secure and the process of rebuilding firmly in hand, the galactic conquest could begin. Even before the warp storms and the Age of Strife ended, the Emperor started to make provisions for his Great Crusade. Part of these plans included the re-equipping of the Space Marine armies with a far more sophisticated fighting suit which became known as Crusade or Crusader armour.

Unlike the early forms of power armour used by the first Space Marines, Crusader armour was totally enclosed and life-sustaining, and so was suitable for fighting on alien worlds as well as in deep space. It was arranged into articulated hoop-shaped plates for ease of movement. Sometimes the armour was modified with the addition of fixed armour plates to the body and limbs and a more heavily armoured helmet, but this made the armour too clumsy and uncomfortable for everyday use and restricted its use to boarding actions and tunnel fighting.



This sort of armour was used throughout the Great Crusade. Many maintain that it is the most efficient of all Space Marine armours, although its overlapping plates were notoriously difficult to repair. Actual examples of original suits of the armour dating back to the Great Crusade, much repaired and carefully maintained, are still used in small numbers for ceremonial duties by many Space Marine Chapters.

The Great Crusade lasted for approximately 200 years at the end of which came a period of political consolidation. The Space Marines were now scattered far and wide throughout the galaxy, many acting as garrisons rather than as campaigning armies, and their size was scaled down to reflect this new role. Much of the equipment of the past was rapidly wearing out, including the old Crusade armour suits. While some Space Marine Legions chose to maintain their Crusader suits, most set about producing completely new types of armour.

Secrets and new techniques learned by a Techmarine-armourer in one Chapter were quickly passed on or copied by the armourers of other Chapters. These innovations, combined with technical secrets uncovered on newly conquered worlds, led to the development of a more efficient armour, improving the quality of protection and reducing the weight of the suit at the same time. The new armour types that were developed evolved over time into what was to become by far the most common types of Space Marine power armour: the Codex armour variants.

Early versions of Codex armour had a very rough and ready appearance with much exposed cabling. This proved to be a consistent weak spot and led to the fitment of all kinds of improvised chest armour in the field. Space Marine armourers soon started fitting Codex suits with chest armour as standard, giving the suits a cleaner appearance due to the rehousing of the main power cables under the armour plates. On the majority of Codex suits the chest plate bears the symbol of the Imperial eagle, which has given the armour its other common names of *Armorum Impetor* or *Eagle Armour*.

In most suits of Crusader armour the helmet was fixed and the wearer's head was free to move inside. In the Codex suits the helmet is not fixed but moves with the wearer's head, reflecting the constructors' increasing experience with neural connector gear and the use of new materials which became available as the Imperium expanded.

Two types of helmet are used on Codex suits of armour. One, generally referred to as a *Corvus* helmet, was a completely new design, the other a spin-off of the Terminator tactical dreadnought suit, being based on an early Terminator helmet and sharing the same type of auto-sense components as Terminator armour. The two types of helmet are completely interchangeable, and one type can easily be replaced with the other version if it suffers battle damage.

On many Codex suits of armour the left shoulder armour uses a special 'studded' construction method which dates back to the dark days of the Horus Heresy. In battle it is the right side of the warrior which needs to be better protected while he fires his weapon, thus the left side could be most easily replaced by the more easily produced (though less effective) studded plates. The need to economise in this way was very real at the time. Later the studded pad became associated with the Terran campaign and the final heroism of the Space Marines so that it became a traditional emblem of those days.



This illustration shows Ultramarines fighting during the Horus Heresy. The captain in the background wears a suit of Crusader armour, suits of which were still commonly used during this period. The other Space Marines are wearing early versions of Codex armour with Terminator-style helmets. Note the use of simple studded armour for the left shoulder plate and helmets. Also note the vulnerable exposed cabling on the chest and legs of the Codex suits.

THE DARK ANGELS



The origins of the Dark Angels Chapter are shrouded in mystery. There are no records of its beginnings nor any mention of its part in the Emperor's Great Crusade. Any reference in the Imperial histories of its deeds during the accursed times of the Horus Heresy has been deleted. But yet a legend persists that once the Dark Angels teetered on the brink of Chaos, that a terrible betrayal besmirched all of the Chapter's feats of valour and left an enduring stain on the Chapter's honour. Such is their shame that from that time on they have striven for absolution from the sins of millennia past.

The Dark Angels are now considered to be one of the greatest of all the Space Marine Chapters with their Deathwing company being particularly revered. Only the highest ranking members of the Dark Angels Chapter know the terrible, shameful secret of what happened ten thousand years ago – a secret that drives the Dark Angels to search throughout space and time for the final conflict that will bring them redemption or damnation...

THE PRIMARCHS

To understand what happened to the Dark Angels we must return to a time more than 10,000 years ago. To a time before there were any Space Marines: to the time when the Emperor created the Primarchs. To help him in his Great Crusade to reclaim the galaxy for humanity, the Emperor, in his wisdom,

created the genetically-engineered superhuman Primarchs. The mutant genes used as the basic building blocks for these elite warriors had taken centuries to gather and refine, and despite the Emperor's best efforts of psychic shielding, his industry did not go unnoticed by the Dark Gods of Chaos. Not having the resources to actually destroy the incubator capsules in which the embryonic Primarchs grew, the Chaos Powers combined their energies and instead stole them away from the Emperor, scattering the amniotic tanks and their foetal occupants throughout the warp.

The twenty incubation capsules drifted through the warp for decades or even centuries, until finally coming to rest on human-inhabited worlds throughout the galaxy. The capsule of one Primarch, he who was to become known as Lion El'Jonson, founder of the Dark Angels, was dropped on an isolated planet on the northern fringe of the Eye of Terror – the death world of Caliban.

CALIBAN

Caliban was as cruel and harsh an environment as any in the galaxy. In the bleak forests that covered the globe lived creatures that had been warped by Chaos, and which were of such ferocity that mere day-to-day survival was a constant struggle. The human inhabitants of Caliban were forced to live in huge fortresses and castles, located in clearings hacked from the forests of the planet. Cut off from Earth by the warp storms that savaged the galaxy in the Age of Strife, civilisation on Caliban devolved back into a semi-feudal state, with most of the population ruled over by a small warrior elite.

The nobility of Caliban were a bluff and pugnacious race. Raised from childhood to live and die by the sword, they were great warriors and extremely brave. They fought in a form of power armour much like that used by the first Space Marines, and like them their main weapons were the chainsword and bolt pistol. Most other forms of advanced technology had, however, been lost, and the warrior nobility therefore rode into battle on huge warhorses known as destriers.

The nobles' life was one of constant struggle as they fought against the multitude of chaotic creatures that threatened to overrun their small settlements. Sometimes a particularly fearsome creature would stay in one area and terrorise it, in which case the ruler of the community would declare a quest against the monster, and nobles from all around would come to attempt to kill the beast. Slaying a quest-creature could bring honour and fortune for the noble lucky enough to kill it – more often than not though it brought only a bloody and horrific death at the teeth and talons of a hell-spawned abomination.

THE YOUNG LION

Such then was the planet where the young Primarch's capsule crash-landed. Most of the other Primarchs were fortunate enough to be found and raised by the local human inhabitants of the planet they landed on. Such was not to be Jonson's fate, for his capsule landed in a remote and isolated region of Caliban many miles from the nearest human settlement.

How Jonson survived those early years on Caliban is a complete mystery. By rights he should have died within the first few minutes he was exposed on the planet. But Jonson did not die. Somehow, as a young child on one of the most deadly death worlds in the Imperium he not only survived, but grew strong and tall. What it was like for him in those grim and dark days none can say, for there was no-one there to record the events of his life, and Jonson never spoke of those times himself. All that can be said for certain is that for a decade Jonson was forced to trust to his own wit and skill in order to survive. He had no-one to aid him, he could rely only on himself. And so it was, in this state, that at the turn of the decade since his arrival on the planet, the Primarch encountered his first humans.

THE ORDER

The brave warrior knights he encountered belonged to a group known simply as the Order. The Order had a reputation across all of Caliban for the honesty, nobility and fearless skill of its brother-knights in battle. Uniquely amongst the knights of Caliban, the members, or brothers, of the Order were selected by merit rather than inheritance. Anyone could join the Order, no matter how low-born they might be. Contingents of brother-knights from the Order travelled across the planet, giving their aid wherever it was needed.

It was while on one of their great expeditions that a band from the Order came upon the wild man that lived in the forests. Thinking him a monster, the knights were ready to kill the Primarch when one of their number, sensing that there was something more to the creature than was at first apparent, halted his fellows. Luther, for such was the name of the

Primarch's saviour, and the other knights returned to civilisation, taking with them the man born of the forest.

Because of his appearance and the place of his discovery, the Order gave the wild man the name of Lion El'Jonson, which meant 'The Lion, the Son of the Forest'. Jonson easily adapted to the ways of humans, learning to speak remarkably quickly. But of his time growing up in the forest he never spoke.

Within the fortress monastery of the Order the Primarch was assimilated into human society on Caliban. There he and Luther formed a close friendship. It appeared that the two men filled in the gaps in each other's personalities. Where Jonson was temperamental and taciturn, Luther was charming and charismatic. Where Luther was rash and emotional, Jonson was a brilliant strategist and unstoppable once decided upon a course of action. They realized that they complemented each other and, as such, became an incomparable team.

Over the following years Jonson and Luther rose through the ranks of the Order. Their exploits became the stuff of legend on Caliban, and the reputation of the Order rose accordingly. The number of young warriors wishing to join the Order grew and grew, so that in time many new fortress monasteries had to be built. As the Order grew in size Jonson and Luther argued for a crusade against the monsters that infested the forests, to cleanse the planet once and for all of their foul presence. The oratory of Luther convinced the Grand Masters of the monasteries and most of the nobles of the planet to join in the crusade, but it was Jonson's supreme ability at planning and organisation which ensured that within the course of a single decade the entire planet of Caliban was cleared of the monstrous creatures that had once inhabited it. A golden age dawned for the inhabitants of the once troubled planet.

Ten times the time of snow and blizzards came to the forest home of the young Primarch who would become known as Lion El'Jonson. By this time he was full-grown, his genetically instilled powers accelerating his growth at a greatly enhanced rate. Cut off from human contact, he could not speak, only roar in anger, rage or frustration. He ran naked through the dark pine forests, hunting, and being hunted in his turn. His hair was long and unkempt, his brooding eyes glowering at the world from behind a fringe of yellow-russet hair. His nails were long and engrimed with dirt and blood.

So it came to pass that one day this wild-thing, more lion than man, heard a strange new sound. It was a sound he had never heard before. The sound of human laughter. Overcome by curiosity Jonson was drawn towards this strange new sound.

He came upon a hunting party gathered in a clearing, laughing and talking over the dead body of one of the ferocious chaos-beasts of the planet. Eyes wide with amazement, Jonson studied these strange creatures, so like himself, but so utterly different. So stunned was he by what he saw that his natural caution was forgotten. This almost cost him his life.

One of the knights glanced up, and spied Jonson on the edge of the glade. What he saw was not a man but some form of wild beast. Instinctively the knight drew his bolt pistol and fired a

volley of shots. Only Jonson's super-humanly fast reactions saved him from death, as he hurled himself to one side. Even so one of the bolt shells clipped his left shoulder and exploded, sending agonising shards of white hot adamantium deep into his flesh. Reeling away, Jonson attempted to escape, but was quickly cornered by the hunting party. His back pressed against a massive tree, Jonson growled at the semi-circle of knights that surrounded him and prepared to sell his life dearly.

The history of the Imperium would have been very different if Jonson had been gunned down there and then, but it was not to be. As the knights levelled their bolt pistols, one amongst them cried "Hold!" Amidst deathly silence this young knight dismounted and advanced towards Jonson, re-holstering his pistol and dropping his chainsword as he did so. Jonson did not attack as the young warrior advanced towards him. The knight put out a hand and brushed the hair back from Jonson's face, revealing his perfect human features and the fierce light of intelligence that shone from his eyes.

"Look," said the knight. "He is a man, not a beast." And with that he led Jonson back towards the rest of the knights, who stood and stared in wonder and in awe. The young knight was named Luther, and his fate and that of Jonson and the Dark Angels were to be inextricably entwined from that point on.

In recognition of his triumph against the creatures of Chaos Lion El'Jonson was proclaimed new Supreme Master of the Order and Caliban. Although Luther did not openly begrudge Jonson the great honour he had won, he would have not been human if he did not feel some twinge of jealousy. This was lit the first small spark that would lead to the schism which would tear the Dark Angels Chapter apart. But all this was in the future – for the present the people of Caliban enjoyed a time of peace and plenty.

THE EMPEROR REACHES CALIBAN

Meanwhile, unbeknown to Jonson and the people of Caliban, the Emperor was waging his Great Crusade across the galaxy, reuniting humanity and purging entire star systems of their alien oppressors. As the Imperium's wave of conquest advanced across the galaxy, Imperial Scouts rediscovered the isolated world of Caliban.

It was not long before the Emperor was at last reunited with the Primarch and was filled with joy as would be a father on finding his lost son. The Emperor's first action was to give Lion El'Jonson control of the Dark Angels Legion. This body of Space Marines had been created by the Emperor from its Primarch's gene-stock and had fought alongside the other Imperial forces as the Great Crusade was waged across the galaxy.

Caliban was made the home world of the Dark Angels and the whole of the Order moved to join its ranks. Those knights who were still young enough had the Legion's gene-seed implanted within them, while those too old for this process underwent surgery to transform them into elite warriors of the Imperium. The first to be brought into the Legion in this way was Luther, who became Jonson's second-in-command, just as he always had been within the Order.

The Great Crusade, of course, had to go on: there were countless human worlds that were still under the influence of Chaos or suppressed by the harsh rule of alien races. So it was that Jonson and many of the Dark Angels set out with the Emperor to continue the battle for humanity and Luther was left behind in charge of the remainder of the Legion on Caliban. Despite the importance of Luther's position, it was not one that suited his ambitious personality.

As Jonson's fame spread throughout the galaxy and reports of his great deeds and prowess in battle reached the Legion's home world, Luther felt robbed of his share of the glory. He wanted the fame and recognition that he felt he deserved as Jonson's equal. His role as planetary governor of some half-forgotten backwater world seemed more and more to him like an insult. The seed of jealousy and dissension that had been planted within Luther when Jonson was made the Supreme Master of the Order now began to grow and rankle within his heart as the Primarch became more and more celebrated and famous.

THE FALL OF CALIBAN

Then came the terrible days of the Horus Heresy. As the Emperor fought Warmaster Horus for the possession of the Earth, Lion El'Jonson was far away fighting for humanity alongside Leman Russ, Primarch of the Space Wolves Legion of Space Marines. Hearing of the potentially disastrous

proceedings taking place around Earth, the two generals hurried back as quickly as they could. Coming into Earth's orbit they realized that they had arrived too late. Events had already taken their terrible course and the cataclysmic final battle was over. The forces of Chaos had been defeated, but they had left the Imperium in ruins. And for Jonson one final, shattering betrayal remained to be discovered on his return to his home world of Caliban.

It had been many long years since Jonson had been to Caliban, and he longed to see his home world once more. As the unsuspecting ships of Jonson's fleet moved into orbit they were met by a devastating barrage of defence laser fire. Ships exploded into flame and crashed to the surface like monstrous comets. Stunned by the attack, Jonson withdrew and attempted to find out what had happened.

A captured merchant ship soon provided the answer: Luther had used his skills at oratory to lead the Dark Angels under his command to the path of Chaos, instilling his own feelings of jealousy and rage in the Dark Angels who had been left on Caliban during the Great Crusade. Luther had convinced them that they had been shamed, that the Emperor had turned his face from them.



While Jonson and those Space Marines who had gone with him battled for humanity light years away, Luther's feelings of anger and jealousy had grown within him like a corrupting canker until they were his only purpose and driving motivation. Luther was now a man obsessed, whose own neuroses had pushed him over the edge and made him dangerous beyond imagining.

The fury of Jonson and the loyal Dark Angels at learning this horrible information knew no bounds. They had fought from one end of the galaxy to the other and thought that the curse of Chaos had been cleansed from the planets of the Imperium, and now they found that their own home world, and their own brethren, had been corrupted and turned against them. Jonson immediately ordered an assault on the planet. The massed guns of the fleet easily disabled Caliban's defence laser batteries and then scoured the planet, driving the rebel Dark Angels back to their fortress monasteries.

Knowing that one surgical strike was all that was needed to end the conflict Lion El'Jonson led an assault on the greatest of the monasteries himself. He knew that this was where he would find Luther; and so it was that there the two former friends, now mortal enemies, faced each other. Even though the Primarch possessed superhuman powers, the two opponents were equally matched, for Luther's own, already considerable abilities, had been enhanced by the dark gods of Chaos.

What followed was a fight of titanic proportions during which the two equally-matched adversaries laid blow for blow against each other, tearing down the monastery around them until the whole massive edifice had been levelled by their battle. Meanwhile the massed guns of the fleet carried on pounding the planet, reducing the other fortress monasteries to rubble. The very surface of Caliban began to crack and heave under the strain of the bombardment.

As the planet itself started to break apart, the battle between Jonson and Luther reached its climax. Luther, weakened by the long combat, staggered and fell, leaving himself open to a death blow from Jonson's power sword. But Jonson could not bring himself to strike the fatal blow. As he hesitated, Luther, aided by the powers of Chaos, unleashed a furious psychic attack that knocked Jonson to his knees and left him mortally wounded. But as the dying Primarch struggled to stand, his noble features wracked with pain, it was as if a curtain was lifted from Luther's eyes and he realised the full extent of what he had done. His was a triple betrayal: of his friend, of the Dark Angels, and of the Emperor. The truth shattered his sanity and he slumped down beside Jonson, no longer willing to fight.

Luther's psychic cry of pain and despair echoed through the warp and the Chaos gods realised that, once again, they had been defeated. They lashed out in fury and frustration. A rent appeared in the very fabric of space and a warp storm of unprecedented fury engulfed Caliban. In an uncontrollable, swirling flood of psychic energy the warp rushed into the physical universe. Those 'fallen' Dark Angels who had served under Luther and his clandestine masters were sucked from the face of Caliban into the warp and scattered throughout space and time. Caliban, already weakened by the loyal Dark Angels' bombardment, was ripped apart and destroyed, the debris being sucked into the warp.

The only part of the planet that survived the storm was the huge fortress monastery where Jonson and Luther had fought. Protected by force fields of awesome power the monastery and a huge chunk of the bed-rock of Caliban held together. When the storm abated this was all that was left of the once magnificent home world of the Dark Angels.

The Dark Angels flew down to the surface of the rock and gazed about them in horror at all that remained of their once beautiful home world. The great fortress had been razed to the ground and of all the living things that had once teemed across the face of Caliban only one remained. At the heart of the ruined wasteland the Space Marines found Luther. The



warriors were unable to get anything coherent out of the shell of a man who had once been Jonson's closest friend and second-in-command. Luther just constantly repeated the same words over and over again: the Primarch had been carried away by the Watchers in the Dark and one day he would return to forgive Luther for the terrible sins he had committed. Of the mighty Primarch, Lion El'Jonson, there was no sign.

THE ROCK

Following the destruction of Caliban, the Dark Angels made the rock their new home, drilling out a huge network of rooms and halls in the bedrock under their ruined fortress monastery. In time engines were added, allowing the Rock to Ytravel through the warp as the Chapter continued on its secret mission across the galaxy.

Beneath the shattered ruins of the order's greatest fortress monastery, the Rock hides many dark secrets. The further anyone gets inside it, the closer they come to the truth. At the very heart of the gargantuan Rock, is the deepest, darkest and dankest dungeon. There, kept alive for ten thousand years inside a stasis field, languishes the broken man who was once Luther.

Because of his link to the warp, during rare moments of lucidity, the Dark Angels are able to use Luther as an oracle. Each Supreme Master in his turn has tried to get the arch-heretic to repent but none has ever been able to get through to

him: Luther just continues to rant and rave saying that he does not need to repent because one day Lion El'Jonson will return and forgive him.

The Rock itself does not stay in any one place for very long, at most for only a few generations. As a result the Dark Angels do not recruit from any one planet. It is for this reason that the order needs such strict levels of admission and rigorous tests of loyalty. The masters of the order have to make sure that all those who come to the Chapter become true Dark Angels. As the members of the order come from such a mixed variety of backgrounds, the Dark Angels rely on their heritage for their sense of camaraderie. Once a prospective Space Marine has passed through all the appropriate levels, only then can he be considered a true Dark Angel. For then he will be driven by the same shame and secret purpose that has driven all Dark Angels since the death of Caliban: to hunt out every last one of the Fallen and reclaim the honour of the Chapter.

THE CHAPTER TODAY

This story of treachery and betrayal is the Dark Angels' secret shame. None know of it other than the Dark Angels, their Successor Chapters and, maybe, the Emperor on his Golden Throne. Even within the Chapter itself very few Brother-Marines know exactly what happened during those fateful days.

The organisation of the Dark Angels Chapter has been shaped primarily by events in its history. As a result it is different from that of any other order. The Chapter is monastic in nature with much time being given over to worship and prayer. There are also many different levels within the Chapter which individuals may gradually rise through. On attaining each level, they find out a little more about the truth behind the Dark Angels' origins. Most Dark Angels themselves know nothing about the beginnings of the Chapter. It is only those at the very top who have learnt the whole truth.

The bulk of the Dark Angels Chapter is organised along strict Codex lines, as laid down in the Codex Astartes. However, the First Company and the Second Company both have special organisations. The Second Company is known as the Ravenwing, and is trained as a special mobile formation equipped completely with either bikes or land speeders.

The First Company is the famous Deathwing, and although it appears superficially to be the same as any other Chapter's First Company, it is actually a highly specialised formation. It is only when Dark Angels reach the Deathwing that they learn the story of Luther's betrayal. More terrible still they learn that many of the Dark Angels that followed Luther are still alive. These damned warriors are known as the *Fallen Dark Angels*, or simply "the Fallen", and it is the eradication of this stain on the Chapter's honour which drives and motivates the Chapter to this day. As long as still one of the Fallen remains alive, the honour of the Chapter will never be restored. Even within the Deathwing company there are various levels of admission, and with these come gradually increasing levels of knowledge.

THE FALLEN DARK ANGELS

In the eyes of the Dark Angels Space Marines, the only way that they can rid themselves totally of their shame, and restore their honour and trust in the Emperor's eyes, is if all the Fallen are found and either made to repent or are slain. However, since the Fallen were cast through the warp to all corners of space and time, this is no mean task for the Dark Angels to achieve. Unlike the Inquisitors and Grey Knights of the Imperium, whose role it is to root out the agents of Chaos at work within the galaxy, in this regard the Dark Angels are only concerned with finding the Fallen of their Chapter. Although the Dark Angels will be called upon for many different missions for the Imperium, the search for their Fallen comrades is a constant quest that they can never relinquish.

Not all of the Dark Angels' damned brethren have succumbed to the power of Chaos to the same degree. Some of the Fallen have embraced the ways of the Dark Gods totally becoming true Chaos Space Marines. These Fallen do not belong to a Chapter of their own, like Angron's World Eaters. Instead they are dispersed throughout space and time as either isolated individuals or in small bands.

However, most of the Fallen realise that their actions during the fall of Caliban were wrong. Disgusted by the corrupting influence of the Chaos gods and unable to reconcile themselves with their order they lead a solitary existence. Many of them become mercenaries or pirates, roaming the galaxy as masterless men. Others are willing to atone for their sins and in an attempt to do so have integrated themselves back into human societies taking on the role of any ordinary person. This only makes the Dark Angels' task of finding the Fallen harder as they are not easy to identify as such. But it is still the Dark Angels' duty to try and track them down. In order to do so, they must investigate any rumour or story relating to the Fallen, just in case it should lead them to one of their corrupted brethren.



The Dark Angels can go for years without hearing any rumours that might lead them to one or more of the Fallen. When they do however, and their mission is a success, those Fallen that are captured are taken back to the Rock. Deep inside its dungeons Interrogator-Chaplains attempt to make the Fallen repent. Occasionally they do and for their pains die quickly. More often than not though the captured Fallen refuses and suffers a long, drawn-out and agonising death at the hands of those who would save their soul.

THE FINAL SECRET

The only people who know about the disastrous events that took place on Caliban all those millennia ago are the Emperor and the Dark Angels themselves. The Dark Angels will never reveal the truth to anyone outside the Chapter for they could not bear others to know the truth of their terrible shame. And all the while, deep within his cell, Luther, the betrayer, speaks of what is to come. Yet even the highest ranking Dark Angels do not know everything, although they may think that they do.

Buried even deeper within the Rock, is the final, greatest secret of the Chapter. Only one person in the entire universe knows the truth – the Emperor himself. For hidden inside a secluded, unreachable chamber at the heart of what was once the planet Caliban, Lion El'Jonson lies sleeping, waiting with the Watchers in the Dark for that time when he will be needed once again to defend the Imperium against its enemies.

"Repent! Repent!"

The Master Chaplain's words echoed resoundingly off the rough walls of the cavernous cell. Rather than sounding like one man, the echoes created the impression that a whole army of Chaplains were interrogating the Space Marine. The Fallen Dark Angel said nothing.

The Chaplain paced across the stone floor before the restrained Dark Angel. The glow of halogen lamps reflected off the polished black surface of his armour while with one hand he toyed with the rosarius around his neck. Asmodai had served the Chapter for over a century and in all that time only two of the Fallen had repented of their sins to him.

The Chaplain stopped in front of his prisoner and turned to face the broken warrior. Cold, dark eyes stared out from behind the skull-mask of Asmodai's armour. "Repent!" he hissed.

The Fallen shut his eyes tight in an attempt to avoid the Interrogator's piercing gaze.

"Repent now and your death will be swift and relatively painless," Asmodai stated coolly.

"Continue to refuse to admit your guilt and you will die in agony, the like of which you will only have imagined in your worst nightmares. The savagery of the daemons of the warp is nothing compared to the wrath of the Emperor!"

The Fallen Dark Angel opened his bloodshot eyes again and looked about him. The cold, unforgiving walls of the gloomy chamber held no encouragement. The imposing figure of the Interrogator-Chaplain glowered back at him.

The constant drip of water from the damp walls of the dungeon filled the captured Space Marine's ears. He closed his eyes, trying to shut out the sound of the water. The dripping became a tapping, the tapping a thumping until it was the panicked beating of his own heart pounding inside his head.

Shadows flickered and writhed across the fissured rock and the darkest shadow in the cell moved closer.

"Who is your lord?" demanded Asmodai.

"I have no lord and master."

"The Emperor is your lord!"

"The Emperor rejected us, Chaos curse his soul," whimpered the Fallen, his spirit on the verge of breaking. "Lion El'Jonson betrayed us!"

"The Primarch is our saviour!" the Chaplain roared.

"The Lion sacrificed himself that the order might survive. It is to him we owe everything: our Chapter, our strength, our salvation, the very fibre of our being. And you dare say you have no lord?" Asmodai spat, his growling whisper full of contempt.



The Fallen Dark Angel knew not how long he had been imprisoned within the Rock or for how many days the interrogation had lasted so far. All he knew now was that he just wanted to get away from the Chaplain's constant goading and torments. Restrained by the plasteel clamps, however, all he could do was turn his head away from his interrogator.

His voice composed again the Master Chaplain Asmodai spoke matter of factly in an emotionless tone as if he were reciting words he had uttered on countless occasions: "As you will not admit to your wrong-doing and will not repent of your sins then it falls to me to relieve you of your guilt by whatever means are necessary."

At this moment the Fallen noticed the device the Chaplain had picked up in his other hand. Its many sharply-honed and polished blades gleamed red in the dim light.

"It is my sacred duty to save your soul from the Dark Gods of Chaos," Asmodai intoned, "and I will save your soul, even if you die in the process."

THE BLOOD ANGELS

Each Chapter of Space Marines owes much to the characteristics and powers of the Primarch from which it sprang. Thus do the Space Wolves reflect the power, ferocity and impetuosity of Lemar Russ. Thus do the White Scars possess the aptitude for lightning warfare that was the hallmark of Jagatai Khan, and thus also do the Blood Angels share some of the blighted, tragic destiny of their Primarch, the noble Sanguinius.

Sanguinius distinguished himself during the siege of Earth, when it looked as if the Imperial palace and the entire home world might fall under the iron heel of Chaos. He organised the final defence of the Emperor's palace and held the Ultimate Gate alone when all others had fled. When the Emperor teleported aboard Horus's battle-barge for his final confrontation with the rebel Warmaster, Sanguinius also was there.



Battle raged throughout the daemon-infested spacecraft, and Sanguinius became separated from the Emperor. While he was still alone he chanced upon Horus and, although he knew it would almost certainly spell his doom, he immediately attacked the Warmaster. But Sanguinius was no match for Horus at the height of his daemon-provided power, and was slain by the Warmaster with contemptuous ease. The psychic echo of his terrible death can still sometimes be heard by those of his gene-seed, causing a madness and a fury to come upon them, and tainting their souls with a darkness of vision.

Some also say that this psychic cry affected the gene-seed itself and is responsible for the errors of replication that affect the Chapter to the present day. Others whisper a darker rumour: that the gene-seed was tainted from the beginning. To this day the Blood Angels are among the most feared and least trusted of all Space Marine Chapters, their souls haunted by the horror of those ancient events and their bodies wracked by a secret and terrible thirst.

BAAL

Space Marine Chapters are shaped not only by the personality of their founding Primarch, and the code to which they adhere. They are shaped also by the worlds from which their warriors are drawn. Few worlds in the entire Imperium could have as devastating an impact on the human soul as Baal, and its inhabited moons Baal Prime and Baal Secundus.

In ancient days Baal and its moons all had earth-like atmospheres. Baal itself was a world of red rust deserts but its moons were paradises for mortal men, where folk lived in harmony with nature and pursued lives of ease and freedom. The people of Baal spent their time creating mighty monuments, carving the mountains themselves into statues of their rulers and their gods. They ventured even onto the surface of Baal itself to leave colonies and monuments.

No one knows exactly what happened to change this idyllic state of affairs. All that is certain is that during the fearful events that marked the downfall of human society and the end of the Dark Age of Technology, the moons of Baal suffered terribly. Ancient weapons both viral and nuclear were unleashed. Cities became plains of smouldering glass; lush grasslands became polluted deserts. Seas became poisoned lakes of toxic sludge. The folk of the system died in their millions and for a while it looked as if humanity might become extinct in the Baal system. But somehow people survived. They clung precariously to life on the edges of the radioactive deserts. They became scavengers, picking the bones of their own once-great civilisation. In the dark time that followed the collapse of all order some became worse than scavengers, and turned to cannibalism.

In time the accumulated chemical and radioactive toxins that built up in the survivors' bodies led to them devolving into mutants, shambling parodies of the men their forefathers had once been. Some there were who held on to their humanity and preserved some semblance of sane behaviour. But these were the embattled few as a new and savage culture evolved amid the ruins of the old. The only social unit left was the tribe. For human and mutant cannibal alike the only folk they could rely on were their own kin.

The folk of the Baal system became nomads, shifting from place to place, picking the ruins clean, warring to preserve the spoils they had gathered. The tribes fought constant wars. Webs of alliances shifted constantly. Extinction awaited the slow and the weak. Where once the moons had been close to being paradises now they were close to being hells.

For the few surviving humans life was a constant struggle to exist. Folk wandered the surface in converted vehicles, desperately hoping that their patched together radiation suits would save them, praying that they would never hear the hideous tell-tale clicking of their rad-counters, a sound that meant death was imminent. For a time it seemed that humanity was doomed and soon there would only be an endless desert ruled over by the feuding mutant tribes. Then came a sign of hope.

"The Inquisition and Administratum say we are weak because some of us have given in to the black rage - they are fools! The black rage makes us strong, because we must resist its temptations every day of our lives or be forever damned!"

Blood Angels Chaplain Argastes



THE COMING OF SANGUINIUS

It happened that after the Emperor created the Primarchs, the infants were stolen from the chamber in which they lay. The forces of Chaos made off with the infants and carried them through the warp. Unable to destroy the infants because of the powerful protections laid on them by the Emperor, the daemonic powers of the warp nonetheless did their best to alter and mould the Emperor's work to their own evil ends. Thus it was that even the best of the Emperor's creations became corrupted at the outset.

The pod that housed the infant Sanguinius came to rest upon the surface of Baal Secundus, at the place now known as Angel's Fall. The infant Primarch was found by one of the wandering tribes of humans who called themselves the Folk of Pure Blood, or simply the Blood. The young Sanguinius's life almost came to an end then and there, for the touch of Chaos had changed him. Tiny vestigial wings, like those of an angel, emerged from his back. Many wanted to kill the child as a mutant, while others wanted to spare the boy, for in all other ways he was as perfect a child as had ever been seen. Eventually common humanity prevailed and the child was spared.

The infant Sanguinius grew quickly and learned everything his parents could teach him. After three weeks he was as large as a child of three years, and could walk. It is said that at this age he slew a giant fire scorpion with his bare hands. As Sanguinius grew his wings grew also, changing from tiny vestigial things into mighty pinions that could bear him aloft onto the desert air. By the time he was one year old, he looked and acted like a man in his youthful prime. He could walk without a rad-suit in the poison desert, and could shatter mighty boulders with a single blow of his outstretched hand. In the use of all weapons he soon excelled his teachers.



When a wandering band of mutants surprised the tribe, Sanguinius slew them all, although they numbered over a hundred. This was the first time the members of the Blood had ever seen him truly angry, for he felt his comrades' lives were in danger. When the blood-rage overtook him Sanguinius was indeed terrible to behold. His full Primarch powers came upon him and a nimbus of light played about his head.

Sanguinius distinguished himself in the fateful days and years that followed. He soon rose to leadership of the Blood, and under his guidance they rolled back the mutant tide. For a time mankind had a breathing space on the moon called Baal Secundus. Sanguinius was worshipped as a god by his followers. They felt that if they followed him they could once more create a paradise in their dreadful land.

It was shortly thereafter that fate intervened once more. The Emperor had been questing across the galaxy in search of his lost children and his incredible psychic powers led him to Baal. His ship landed at the Conclave of the Blood, and he walked straight to the home vehicle of Sanguinius.

Others among the Primarchs are said to have fought against the Emperor when first they met but this was not the case with Sanguinius. He immediately recognised the Emperor for who he was and bent his knee before the Lord of Mankind. The Emperor raised him up and looked upon his people and saw that they were fair and noble. The best of the warriors he offered to raise up into Space Marines. The others were to be honourably left behind to defend mankind's birthright upon Baal Secundus. The Emperor performed the complex operation that would extract the gene-seed from Sanguinius's genetic codes and he implanted ten thousand warriors with it. Thus were born the Blood Angels, among the Chapters of the First Founding. They joined the Emperor's fleet and sailed across the Sea of Stars to participate in the Great Crusade.

MANKIND ON BAAL

Since the time of Sanguinius the Blood Angels have recruited from among the greatest tribes of the Blood on Baal Secundus and Baal Prime, where a colony was established shortly after the time of the Horus Heresy. Youths from the Blood take part in great games and tournaments, facing many hazards as they race across the desert, and fight and do battle with each other. These contests are usually held only once per generation at Angel's Fall, where a mighty statue of Sanguinius observes the proceedings.

Traditionally the Time of Challenge is announced by heralds who visit each tribe in great flying chariots. Contestants must make their way to Angel's Fall across the rad-deserts, a process that in and of itself weeds out the weakest, for the hazards of the desert are many, and it takes a youth of extraordinary skill and courage to even reach the Place of Challenge. Once there they must vie for the fifty or so places that are available. Those who succeed are taken up in Sky Chariots; those who fail are left behind to guard the place of testing or make their way back to their own tribes as they choose.

Those youths who are accepted as Aspirants are taken to the Blood Angels' fortress monastery on Baal itself. There they see great wonders and look for the first time on the unmasked faces of their future Brother Marines, and possibly note with some consternation their sharp teeth and sleekly beautiful features. It has to be said that they themselves are far from



handsome at this stage. Most of the Aspirants bear some marks of their hard lives, for it is all but impossible for an ordinary man to dwell on those barren moons and not feel the terrible kiss of radiation. Many are marked by stigmata, most are short and stunted, their growth stifled by malnutrition and constant hunger. Many will be marked by lesions and carcinoma.

All the Aspirants are left to observe the vigil in the great Chapel of the Chapter and then they will drink from the Sanguinary Chalice brought to them by the Sanguinary Priest. They are told that they partake of the blood of their Primarch and they drink. Slowly slumber overtakes them and they are borne by Servitors to the Apothacarium where the gene-seed of Sanguinius will be implanted in their recumbent bodies.

From the Apothacarium they will be taken to the Hall of Sarcophagi and each will be placed within a mighty golden sarcophagus. Life support nodes are attached to them and for the next year they will be fed intravenously with a mixture of nutrients and the Blood of Sanguinius while the gene-seed does its work.

Many die at this stage, their bodies unable to cope with the strain of the changes that now overtake them. Those who live will grow swift and true, echoing the rapid growth of their Primarch. They will put on muscle mass and acquire the extra internal organs that mark the true Space Marine. At this time too they will have many strange dreams, for the gene-seed carries imprinted on it many of the memories of Sanguinius. Thus will the essence of their Primarch begin to permeate the very souls of his chosen warriors. Ever afterwards when sleeping and sometimes when awake these dreams will return to haunt the future Blood Angels.

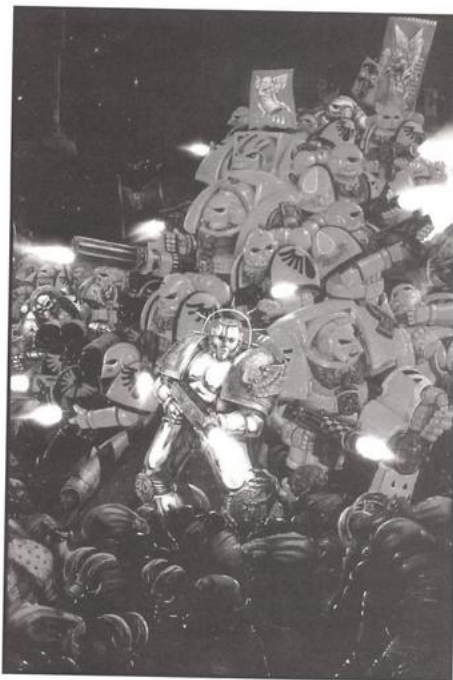
When the Aspirants emerge from their sarcophagi, like butterflies emerging from a chrysalis, they will have changed. They will be tall, strong and superhumanly powerful. Their restructured bodies and features will have taken on a beauty that echoes that of their angelic forbear. Their senses will be keener, their muscles will be stronger than tempered steel. They will be ready to begin their training as Space Marines.

THE FLAW

Although it is known to but a few, the Blood Angels are a dying Chapter, and they suffer from a dreadful flaw. This Chapter, once the most golden and blessed of all the Chapters, now shuns the company of its fellows where possible. Some it is said are driven by a terrible death-seeking madness, brought on by visions of the death of their Primarch. Others are afflicted by the terrible Red Thirst, a craving for blood, which some claim may be the first signs of a descent into Chaos. It is known that the Blood Angels themselves spend much time seeking a cure for their condition, although many have resigned themselves to the slow and terrible decline of their Chapter.

Some say that it is because Sanguinius was more touched by Chaos than the others during his flight through the warp. They cite the fact that he possessed wings – an obvious mutation – to support their case. Their argument runs that the gene-seed which was extracted from him was flawed even before the first Blood Angels were created, and thus terrible consequences were preordained.

Others deny this, citing that the Emperor himself trusted the winged Primarch implicitly, and oversaw the creation of the



THE BLOOD ANGELS

Blood Angels. Certain heretics counter this with the argument that the Emperor also trusted Horus.

Other scholars claim that the flaw lies in the process that is used to create each new generation of Blood Angels. They claim it has crept in down the generations because the Blood Angels use the process known as Insanguination to activate the gene-seed. To understand the arguments here one needs to know something about the processes used originally to create the Space Marines of the First Founding.

All Space Marine Chapters use gene-seed to trigger and control the processes that transform an ordinary mortal into a Space Marine. The gene-seed is encoded with all the information needed to reshape ordinary cell clusters into the special organs Space Marines possess, and it contains viral machines which rebuild the body to the template contained within the gene-seed. However, from the beginning there was no set way to activate the gene-seed.

Indeed, at the time when the Chapters of the First Founding were created, the process was still highly experimental and many different ways of controlling and managing the change were tried. This led to the Space Wolves using the ritual known as Blooding, the Imperial Fists using the process known as the Hand of Faith and the Blood Angels using Insanguination.

The process was originally triggered by injecting the Aspirants with tiny samples of their Primarch's own blood. This practice of course ended with the death of Sanguinius. However, some of his blood was kept and preserved in the Red Grail. The living blood could not be kept this way for long and it was injected into the veins of the Sanguinary Priests. In this way they became living hosts to the power of Sanguinius. To this day, drinking the collected blood of the assembled Sanguinary Priests from the Red Grail is part of the

ritual of creation of all Blood Angels Priests.

It is from these Priests that the blood is taken to begin the transformation of Aspirants into Space Marines. It is possible that over the countless generations since the time of the Heresy these cells have mutated, slowly at first but more quickly in recent years, and that errors in replication have resulted in the Flaw.

Still others cite the fact that all the Blood Angels come from a highly irradiated world, and that a certain amount of mutation is inevitable. Whatever the reasons are it is certain that these terrible things have been on the increase. There are very few records of their occurrence in the early years of the Imperium, or throughout the long millennia during which the Blood Angels were shaped.

THE NATURE OF THE CHAPTER

Sanguinius was a visionary. During his earliest life he desired to lead his people to a new and better life. When he joined the Great Crusade he transferred this vision to a greater arena but he did not abandon it. He wanted a better life for all mankind and an end to the strife brought on by the collapse of human civilisation at the end of the Dark Age of Technology.

He was also cursed with the power of prophecy and saw visions of what lay ahead. It is almost certain that he knew he was going to his death when he boarded Horus' battle-barge and yet he went anyway. Whether he did this out of fatalism or loyalty to the Emperor is a point often debated by Imperial theologians but it is not in doubt among the Blood Angels. They will say that he went out of duty, knowing full well what the outcome would be.



The outlook of Sanguinius did much to shape his Chapter. There is a strong mystical streak to many of the Blood Angels' doctrines, and also a strong belief that things can be changed for the better. After all, the process of transforming a scabby scavenger into a tall, proud and handsome warrior is living proof of this tenet.

This belief can be seen in all things the Blood Angels do: they strive for perfection. Their works of art are things of beauty and symmetry. Their martial disciplines are practised unceasingly. As the Flaw has become more evident this belief in change has turned into an altogether darker thing. They also see evidence of mankind's capacity for folly and destruction. Their doctrines are permeated with a sense of mortality and the fallen greatness of man.

Physically the Blood Angels are among the longest lived of all the Space Marine Chapters. One of the peculiarities of the Flaw is that it has vastly increased the lifespan of those who survive, so it is not uncommon for Blood Angels to live for a thousand years. Indeed, the current Commander of the Chapter, Dante, has lived for nearly 1,100 years. These vastly extended lifespans allow the Blood Angels to perfect their techniques in art as well as in war. They have centuries in which to perfect the disciplines to which they turn their minds. This accounts for the fact that the Blood Angels' armour and banners are among the most ornate ever produced.

Perhaps the strangest of all the Chapter's traits is the habit of sleeping whenever possible in the sarcophagi used to create them. In recent years the Sanguinary Priests have created filters that purify the blood of their Brother Space Marines. While the Blood Angels sleep in their sarcophagi their blood is cleansed and purified. The Chapter thus hopes to slow the long process of degeneration until a more permanent solution can be found.

THE DEATH COMPANY

The Blood Angels are unique in that deeply engraved within their gene-seed is the encoded experience of Sanguinius, and most deeply imprinted of all is the memory of his final battle with Horus. Sometimes an event or circumstance will trigger this 'race memory'. This happens only rarely, often on the eve of battle, but it is likely to be a fatal experience for the Blood Angels warrior whose mind is suddenly wrenched into the distant past. What has become known as the Black Rage overcomes him, the memories and consciousness of Sanguinius intrude upon his mind, and dire events ten-thousand years old flood in to the present.

To others a Space Marine overcome by the Black Rage appears half mad with fury; he is unable to distinguish past from present, and does not recognise his comrades. He may believe he is Sanguinius upon the eve of his destruction, and that the bloody battles of the Horus Heresy are raging around him. As well as Sanguinius's memories the Space Marine is touched with a small portion of the Primarch's unearthly power, boosting the warrior's already prodigious strength and vitality to superhuman levels.

In order to keep the Black Rage in check, on the eve of battle the Blood Angels bend their thoughts to prayer and to the sacrifice of their Primarch so many centuries ago. Chaplains move from man to man, blessing each in turn and noting those amongst the brotherhood whose eyes may appear a little glazed, or whose speech is slurred or over excited. Some,

almost all, overcome the ancient intrusion into their minds. All their warrior's training is directed at controlling it, beating it down into the depths of their being. But for some the imprint of Sanguinius is too strong, the memories too loud and demanding. As the Chaplains chant the *moripatris*, the Mass of Doom, the chosen ones fall into the arms of their priests, and are taken away. The afflicted Space Marines are formed into a special unit called the the Death Company.



Suffused with the dying memories of their Chapter's Primarch the warriors of the Death Company seek only one thing: death in battle fighting against the enemies of the Emperor. The Death Company is arrayed in black armour upon which are painted red saltires, crosses of blood red which symbolise the sacrifice of Sanguinius. The company is led into battle and directed towards the foe by the Chapter's Chaplains. The warriors fight with the certainty of death and are completely fearless, ignoring wounds that would fell a normal man. Should they survive the battle they will probably die of their wounds afterwards, once the frenzied slaughter is past. It is better this way, for those who survive almost always fall victim to the Red Thirst, turning into creatures no better than wild beasts craving flesh and blood. Better by far to die cleanly and quickly in battle than suffer such a fate...

THE RED THIRST

The Red Thirst is the Blood Angels' darkest secret and greatest curse, but it is also their greatest salvation, for it brings with it a humility and understanding of their own failings which make the Blood Angels the most truly noble of the Legiones Astartes. Typically the onset of the Red Thirst is accompanied by visions of death. Many of those who suffer from it are tormented by visions of the final terrible death of their Primarch. It may be that this madness presages the onset of a terrible debilitating stage of the disease and that this is one reason why Blood Angels join the Death Company, preferring a clean death in the service of humanity rather than a slow descent into madness and possibly heresy.

The fate of those unfortunates overtaken completely by the Red Thirst is known only to the Chapter itself. There are tales of a secret chamber atop the Tower of Amareo on Baal, and of howling cries that demand the blood of the living, but none are willing to say for certain what secrets lie hidden in this haunted, desolate place.

There have been incidents when the Blood Angels have been stationed on distant worlds where members of the local population have gone missing only to turn up later drained of blood. It is possible that this is the work of cultists seeking to discredit the Chapter. It may even be that some of the more superstitious local citizens have taken to offering up sacrifices to their god-like visitors. It may also be possible that these folk have been killed by Blood Angels overcome by the Red Thirst.

With a roar of rocket motors a great cloud of dust was blown up from the parched earth as the five-man assault squad landed. The Blood Angels captain approached the Imperial Guard unit positioned behind a hastily-constructed barricade of wrecked tanks. "What do you have to report, Sergeant?"

"One of the remaining units of Varlak's rebels are still holed up in part of the command centre," Sergeant Mordax of the Mordian Iron Guard explained. "We've attempted an assault on the bunker but Varlak's men are well armed and we can't get close enough without them picking us off."



The Space Marine could not but fail to see the truth of the Guardsman's report, for the bodies of several Mordians lay unmoving in the dust between the makeshift barricade and the ruins of the command centre. Although Lord Varlak's rebellion on Korsk II had been suppressed, pockets of resistance from those loyal to the rogue psyker still held out against the Imperial forces across the planet. Most had been crushed, but here the rebels' position was simply too strong, and so the Blood Angels had been called in.

"You may need to call for more men, Sir," said Mordax, looking at the small group of Blood Angels.

The Space Marine captain pulled himself to his full height and glowered down at the Guardsman. "You insult us, Mordian," he growled. "I will have words with you after we have dealt with the rebels."

With a signal from their captain, the squad launched themselves skywards, their jump packs carrying them high over the barricade and in the direction of the rebels. Descending on the command centre, the Space Marines let fire with their bolt pistols. Already weakened by the tank bombardment the side of the structure gave way and the Blood Angels burst right into the heart of the rebels' rathole. Without a pause for thought about their actions the elite warriors began blasting away at the humans and cutting into them with whirring chainswords.

Yelling a battle-cry Mordax led his Imperial Guardsmen forward into the fray. But the cry died on his lips when he came to the gap torn in the wall and he saw the charnel-house scene within. Although there were only five Space Marines compared to at least six times as many rebels, the barely-contained animalistic fury of the Blood Angels made up for their comparative lack of numbers.

Broken bodies lay scattered among the ruins, not just cut down by gunfire but butchered in ways that the Guardsman would only have expected from an alien horror such as the Tyranids. Here a rebel killed by a gunshot to the stomach had had his heart torn clean out of his chest; there the corpse of another man testified to the fact that, while still alive, his head had been ripped from his body, taking half his spinal column with it. That such destruction could have been caused in so short a period of time seemed almost impossible.

Frozen with horror, the Mordians looked on as the Emperor's elite went on with their slaughter. The bloodlust was on the Space Marines now and nothing would stop them purging Korsk of the rebels. Only half the defenders remained.

His armour splattered with blood and gore the Blood Angels captain slashed sideways with his buzzing chainsword, slicing one of Varlak's men in half from shoulder to midriff. A rebel Guardsman leapt at one of the Blood Angels, his lasgun firing. However, against the mighty armour of the better-equipped Space Marine the weapon's energy blasts had little effect. Turning on his assailant with superhuman speed, the Blood Angel struck out with his left arm. His power fist, its energy field crackling, hit the rebel full in the face, shattering the glass of the man's helmet and splintering his skull at the same time.

Close by another Blood Angel hoisted a rebel into the air and hurled him across the room with contemptuous ease, emptying the clip from his bolt pistol into the helpless Guardsman as he slumped to the floor. The Guardsman's stomach and chest exploded in a bloody shower of intestines and internal organs.

In moments it was all over and all that was left was a scene of devastation and carnage. Mordax waited uneasily in the deathly silence that followed the battle as the Blood Angels captain strode towards him over the corpses of Varlak's troops. It required all of the Guardsman's will power not to cower before the seven foot tall warrior that was approaching him. He could imagine the captain's eyes burning with barely-suppressed bloodlust behind the visors of his helmet. The urge to kill was still on him.

The Blood Angel halted and leant forward, his visor mere inches from the Guardsman's face. There was a moment of tense silence as the Mordian dared not imagine what might happen next. A sound like a low growl emerged from the Space Marine's helmet. "Praise be to the Emperor!" he suddenly roared and then, turning on his heels, marched away with his squad across the churned up battlefield.

Praise be to the Emperor indeed, Mordax thought with an unrestrained sigh of relief.

SPACE MARINES FORCES

SPACE MARINES

Space Marines are humanity's finest warriors. Genetically tailored for their role and utterly loyal to the Emperor, the Space Marine Chapters represent mankind's greatest hope of victory in the unending wars for survival. A Space Marine is stronger and tougher than an ordinary human, with faster reflexes and superior co-ordination.

All Space Marines belong to a warrior cult. Space Marines are therefore spiritual brothers as well as brothers in arms. This dual role as physical and spiritual warriors is very important, and it is what makes the Space Marines so dedicated.

Individual Space Marines are trained to use all equipment, but in battle each squad is equipped in one of three ways: as a Devastator squad, an Assault squad or a Tactical squad. Devastator squads use a high proportion of heavy weapons; Assault squads carry close combat weapons; Tactical squads are used in a general combat role.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Marine	4	4	4	4	4	1	4	1	8
Champion	4	5	5	4	4	1	5	1	9
Hero	4	6	6	5	5	2	6	2	9
Mighty Hero	4	7	7	5	5	3	7	3	10

SPECIAL RULES

The following special rules apply to all Space Marines and Space Marine characters, including Apothecaries, Chaplains, Techmarines and Librarians, but excluding Servitors and Scouts.

Break Tests

Space Marines are utterly dedicated warriors who are prepared to fight and die if need be. To reflect their strong morale and determination Space Marines are not subject to the normal rules for broken troops. Instead the following rules apply.

Space Marine units take Break tests or Psychology tests as normal. However, if they fail their test they are not broken and forced to flee, like other troops, but are *shaken* instead. Shaken troops may never move towards the enemy but may shoot, fight hand-to-hand combat and use psychic powers normally. Shaken troops may move away from the enemy if you wish, but do not have to do so, and individual models may pivot on the spot to face an enemy. If surrounded and therefore unable to move without approaching an enemy, they cannot move at all except to pivot on the spot.

If shaken Space Marines are fighting in hand-to-hand combat then they may not use follow-up moves to engage other enemy models. The exception is that they may use a follow-up move to fight an enemy model which is already engaged against another Space Marine (the loyalty of a Space Marine



for his brothers outweighs his trepidation). Shaken Space Marines may use a follow-up move to get behind cover even if this means moving closer to an enemy.

Once it has become shaken a Space Marine squad may recover by taking and passing a Rally test at the end of its turn. The usual conditions apply: ie, the squad may not attempt to rally if it is not behind cover or if the closest friendly models are broken.

If a Space Marine squad is shaken and fails a further Break test then it is broken and forced to flee exactly like any other troops. The advantage of the Space Marines is that they can effectively fail two Break tests before they are broken, representing their steadfastness and courage in the face of death. Once broken, a Space Marine squad may rally like any other unit, and if successful is restored to normal fighting condition in the same way.

Rapid Fire

If a Space Marine squad doesn't move at all and is not engaged in hand-to-hand combat, then the Space Marines may use *rapid fire*. The warriors plant their feet firmly on the ground and open up with a burst of shots from their boltguns or bolt pistols. Each Space Marine may fire his storm bolter, bolter or bolt pistol twice instead of once as normal.

Rapid fire is only possible with storm bolters, boltguns and bolt pistols, not with other weapons, although some squad members may use rapid fire whilst others fire single shots (if using missile launchers, flamers or a single throw of a hand grenade for example). Rapid fire is worked out exactly like ordinary shooting except that each Space Marine fires twice rather than once.

TECHMARINES



Every Chapter sends a proportion of its young warriors to Mars where they are trained by the Tech-Priests of the Adeptus Mechanicus. If they prove able and studious they are inducted into the rites of the Machine Mysteries, the secret and mystical union of man and machine, the details of which remain the most sacred mystery of the Tech-Priests.

Once he has undergone his initiation the Space Marine is no longer wholly a Space Marine, he has become a Tech-Priest and a devotee of the Cult of the Machine God. This strange duality of loyalties means that Techmarines always stand apart from other Space Marines. They are priests of the Machine God, skilled in the arcane sciences, and pertinent to the dark secrets of technology.

When a Techmarine returns to his Chapter he joins his fellow Techmarines, the Chapter's corps of technicians and builders, mechanics and inventors. To their fellow Space Marines they are mysterious figures possessing disturbing skills and obscure knowledge. To undertake the manual labour of maintenance and construction, the Techmarines create cyborg Servitors, weird machine men with limbs of metal and hands formed into heavy tools.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Techmarine	4	5	5	4	4	1	5	1	9

SPECIAL RULE

A Techmarine may attempt to repair a single damaged hit location on a vehicle, a Dreadnought or a destroyed support weapon, if he can reach it during his next movement phase. He can do nothing else during the turn – he cannot shoot or fight hand-to-hand combat while he is attempting a repair. At the end of the turn roll a D6.

D6 Result

- 5-6 **Repair.** The Techmarine succeeds in putting good all damage sustained in the previous turn.
- 3-4 **Possible Repair.** The damage is extensive but the situation is not hopeless. The damage is not repaired this turn, but you may carry on working for a further turn if you wish. At the end of this further turn the damage will be repaired on a roll of 4+, while a score of 3 or less indicates that the damage is beyond repair. A Techmarine may do nothing else whilst attempting a repair.
- 1-2 **Hopeless.** The Techmarine can do nothing but speak a litany for the machine's departing spirit.

SERVITORS

Servitors are created by the Techmarines as assistants and servants. They are weird combinations of men and machines, bio-engineered by the Techmarines to perform specific tasks. Their bodies are grown from human gene-cells in vats of artificial nutrient, and although physically strong and robust their minds are blank and incapable of development or of feeling much pain. Techmarines insert bio-programs into their Servitors' brains, and replace parts of their bodies with mechanical contrivances such as huge metal claws, infra-red sensors for eyes, or whatever other specialised tools are required. Servitors operate many of the war engines and other machines of war that the Techmarines make.



Troop Type	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

SPECIAL RULES

Immune to Psychology. A Servitor's mind is essentially blank and only the most rudimentary instincts remain. Servitors cannot be affected by fear or terror and are immune to all psychological effects.

Crew. On the battlefield Servitors act as weapon crews. In this capacity they will operate their equipment and fight to defend it if necessary. If their weapon is destroyed they will automatically move towards another thus forming a reserve of crew members around surviving machines. Servitors can also act as a Techmarine's bodyguard, forming a unit of troops led by the Techmarine. Crew Servitors whose weapon has been destroyed may join a Techmarine's bodyguard instead of forming reserve crew for other machines.

Save. A Servitor's mechanized body is partially armoured giving him a saving throw of 5 or more on a D6.

SPACE MARINE LIBRARIANS

There are many mutants amongst human society: most are dangerous and very few are tolerated within the Imperium. One of the most important are psykers, potentially both the most dangerous and the most useful. Young Space Marine initiates are subjected to the most rigorous testing to ensure that no mutant genes enter the Chapter's gene-pool. If this were to happen the consequences would be dire, for the mutant gene could affect the Chapter's gene-seed, either destroying it or warping it in some fashion.

Over the millennia many Chapters have developed minor mutations as a result of the transmitted effects of the gene-seed. Some of these mutations have created unusual physical or mental characteristics amongst certain Space Marine Chapters. The Space Wolves, for example, develop fangs which grow longer as the Space Marine ages.

The mutations which endow humans with psychic powers are common amongst human society so that only by the righteous persecution of the Inquisition and the careful testing of the Coven Masters of the Adeptus Astra Telepathica can dangerous mutants be purged from the Imperium. Even the Space Marine worlds are not immune to genetic deviancy.

The Apothecaries of every Chapter test its initiates' physical gene-structure whilst the psychic potential of the young candidates is examined by the Chapter's Librarians.

Librarians are powerful psykers. They are responsible for all interstellar communication with the power to project their minds through warp space. They are also the adjudicators of the Chapter's psychic population, dividing psychic mutants



into those whose powers are dangerous and those whose powers may be used by the Imperium. Only the most powerful of those suitable psykers can become a Space Marine Librarian.

Space Marine Librarians are trained to use their powers in battle: to unleash energy blasts, to sense the enemy's movements, and to predict the fortunes of battle. They learn how to read the Emperor's tarot and to sense the subtle movements of daemons and other extra-real entities through warp space. A Librarian can feel the psychic shock waves that herald the arrival of a spacecraft, or the turmoil that ships leave in their wake as they depart. All these powers and more make the Librarians the ultimate Warrior mystics, endowed with abilities which set them aside from their brother Space Marines.

SPECIAL RULE

Dark Angels Librarians. All Librarians in the Dark Angels Chapter are inducted into the Deathwing as soon as they join the Chapter. They guard the dungeons that are hidden deep within the Rock, and assist the Chapter's Chaplains when they interrogate any of the Fallen by using their psychic powers to probe the mind of the deluded one and weaken his mental defences. As members of the Deathwing, Dark Angels Librarians are immune to psychology. See the Deathwing special rules later in this section for more details.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lexicanium	4	4	4	4	5	1	5	1	8
Codicier	4	5	5	5	5	2	5	1	8
Epistolary	4	6	6	5	5	3	6	2	8
Chief Librarian	4	7	7	5	5	4	7	3	9

Two Heads Talking, Dark Angels Librarian, sacrifices himself to slay the Genestealer Patriarch whose brood has taken over his home world.

"He could see no way out, Death loomed, and that thought gave him pause. He knew what he must do. Part of him gave way before the Patriarch's assault; another part willed his spirit into oblivion.

He stood once more in the cold place, sensed far-off the spirit of the Emperor, bright and shining as a star. Near at hand were the angry ghosts. The Patriarch was a hungry, looming presence, determined to enslave him. Somewhere in the distance, he could hear the thunderous pinions of Deathwing coming to claim him.

Too late, the Patriarch realised what he was doing and tried to break the link. Two Heads Talking focused all his hatred, anger and fear and held the link open... From the middle of the vortex of agony, he was borne into darkness. The maelstrom sucked in the Patriarch. It died, slain by the Librarian's death agony."

Deathwing, William King

SPACE MARINE CHAPLAINS

The first Space Marine Chapters were founded centuries before the development of the Imperial cult and the dominion of the Adeptus Ministorum. As a result every Space Marine Chapter has its own cult practices and its own priests, known as Chaplains. Whereas the Adeptus Ministorum has gradually extended its influence over all the many thousands of individual cults that once existed throughout the galaxy, it has never been able to influence the Space Marine cults, which remain as stubbornly individualistic today as they ever were. Other civilian cults are denounced as heresy, and their adherents rooted out by the Ministorum's troops, but the Space Marine Chaplains care nothing for the ravings of the Ecclesiarchy and ignore the dictates of the Imperial cult in favour of their own ancient traditions.

The Chaplains administer the rites of their Chapter, performing the ancient ceremonies of Initiation and Vindication, as well as leading their brethren through the prayers of faith and sacred psalms of the Emperor. It must not be forgotten that Space Marines are devout warriors. Their faith in the divinity of the Emperor is as vital to them as their

skills at arms, and their spiritual life is deep and complex. The Chaplains accompany their brothers into war, chanting the liturgies of battle as they lead the way into the ultimate consummation of battle and death.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Champion	4	5	5	4	4	1	5	1	9
Hero	4	6	6	5	5	2	6	2	9
Mighty Hero	4	7	7	5	5	3	7	3	10

SPECIAL RULE

Leadership. Chaplains are inspirational individuals and spiritual leaders. If any Space Marine unit within 8" of a Chaplain fails any Leadership-based test (such as a psychology test or a Break test) then it may retake the test immediately.

DARK ANGELS INTERROGATOR-CHAPLAINS



When Dark Angel Chaplains have proved themselves they are inducted in the Deathwing and given the title of Interrogator-Chaplain. This title is awarded because it is their sacred duty to attempt to make any of the Fallen that are captured repent their past actions. Fallen who repent are rewarded with a quick and relatively painless death. Those who refuse inevitably die in agony during the interrogation, as the Interrogator-Chaplain is forced to use ever more drastic measures to try to make the heretic understand the error of his ways.

An Interrogator-Chaplain is allowed to add a single black pearl to his rosarius for each of the Fallen that he convinces to

repent. Such is the power of Chaos, or such were the arch-heretic Luther's oratorical skills, that few of the Fallen repent before they die. Master Molocia, the greatest of the Dark Angels' Interrogator-Chaplains, died after over 300 years service to the Chapter with only 10 black pearls on his rosarius. To this day no other Interrogator-Chaplain has been able to emulate his achievement.

The Dark Angels Chapter has a number of inner levels or circles. It is only when a Dark Angel reaches the highest level, or Inner Circle, that he learns the full truth of the history of the Chapter. Chaplains who reach this level are known as Master Chaplains.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Interrogator Chaplain	4	6	6	5	5	2	6	2	9
Master Chaplain	4	7	7	5	5	3	7	3	10

SPECIAL RULE

Leadership. Interrogator-Chaplains are inspirational individuals and spiritual leaders. If any Space Marine unit within 8" of a Chaplain fails any Leadership-based test (such as a psychology test or a Break test) then it may retake the test immediately.

Immune to Psychology. The complete fearlessness of Dark Angels Interrogator-Chaplains in the face of horrors that would drive a normal man insane is legendary. Therefore they cannot be affected by fear or terror and are immune to all psychological effects.

SPACE MARINE APOTHECARIES

The future of every Space Marine Chapter is wholly dependent upon the organic implants which turn a young initiate into a Space Marine warrior. Without these implants and the bio-engineering skills which are needed to use them the Chapter would soon die. Every Chapter has its own bio-researchers called Medics or Apothecaries. The lore of bio-engineering is passed down from generation to generation, and the memory banks of the Apothecarion contain records of the Chapter's genetic history. Every trace of mutant gene-seed must be expunged, every weakness removed, and only the healthy gene-seed used to propagate new Space Marines.

The source of a Chapter's gene-seed is its Space Marine brothers themselves. Every Space Marine carries a replicating organ buried deep inside his chest and another at the base of his throat. These progenoid organs absorb free DNA strands from the Space Marine's other implants and form them into germ cells. If a Space Marine dies these replicating organs can be removed and the germ cells they contain used to grow fresh implants. If a Space Marine dies in battle he can be replaced if either or both of his progenoid organs can be recovered (given a few years) but if he dies and his body is destroyed or lost then his gene-seed is lost too.

Space Marines rarely go to battle without an Apothecary. The Apothecary is a warrior of supreme might and bravery, whose role is to save what he can of the Chapter's gene-seed. If a brother warrior falls the Apothecary can administer to him by tending his wounds and applying battle dressings to staunch the flow of blood. Many Space Marines that would otherwise be unable to fight have lived to fight again thanks to the attentions of an Apothecary.

Not all the wounded can be saved: some are so badly hurt that death can be only a matter of time; others are killed instantly. The Apothecary can only calm the spirits of the dying and prepare them for death, helping them on their way with the heavy pistol carried to end the suffering of the dying. Once dead a Space Marine can live on only as gene-seed, and the Apothecary ensures that he returns to the Chapter by removing the progenoid organs from his body.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Apothecary	4	5	5	4	4	1	5	1	9

SPACE MARINE SCOUTS

As a Space Marine initiate completes his training he prepares for battle alongside his brother Space Marines. His first combat experience will be in the Space Marine Scouts, a corps of lightly armed troops whose role is to fight ahead of the main battle lines and clear the way for the Chapter's advance.

Space Marine Scouts wear lighter armour than full Space Marines and are less heavily armed. They rely upon speed and mobility to scout out enemy positions and uncover any foes who have secreted themselves in ambush. Space Marine Scouts will also set traps and ambushes for careless enemy, and they can infiltrate behind enemy lines to sabotage supply lines or blow up ammo dumps, spreading confusion and panic. Once he has proved himself worthy of his Chapter the Space Marine Scout is ready to join the full-blooded battle brothers as a Space Marine warrior.

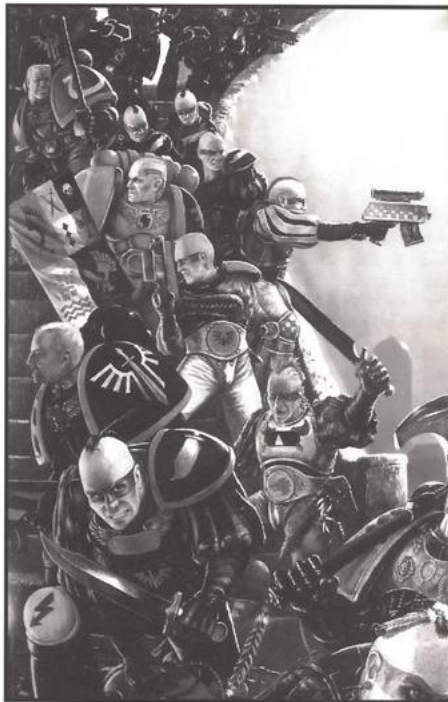
Troop Type	M	WS	BS	S	T	W	I	A	Ld
Scout	4	4	3	4	3	1	4	1	7

SPECIAL RULES

Infiltration. Space Marine Scouts may deploy onto the battlefield using the Infiltration rule as described in the *Starting the Game* section of the Warhammer 40,000 rulebook.

Dispersed Formation. Space Marine Scouts may use dispersed formation as described in the *Squads* section of the Warhammer 40,000 rulebook.

Note that as Scouts are not yet fully fledged Space Marines the usual Break test and Rapid Fire rules do not apply.



SPACE MARINE TERMINATORS



All Space Marine Chapters maintain a number of suits of the revered and rightly feared tactical Dreadnought armour or Terminator armour, as it is more commonly known. The armour is massively bulky and contains a full exo-skeleton arrangement of fibre bundles and adamantium rods to support the heavy gauge plasteel and ceramite plates that form the outer carapace. A wearer of Terminator armour can move and operate with remarkable freedom and agility considering the sheer mass of the actual armour.

Terminator suits are very valuable and often very old, many dating back to the Dark Age of Technology. Since then, however, much of the technology of their manufacture has been lost and each Chapter treasures their supply of Terminator suits as religiously as their Chapter relics and artefacts. The Terminator armour and weapons are kept in a special armoury annexed to the First Company's chapel, which only members of the First Company and selected senior commanders may enter.

It is a great honour for a Space Marine to wear a suit of Terminator armour into battle and they are reserved for use by proven veterans. Before a Space Marine may wear Terminator armour he must be elevated to the Chapter's First Company.

The Chapter's First Company contains the bravest and most heroic Space Marines in the Chapter. Many of the First Company will have risen to the rank of Veteran Sergeant before becoming a member of the First Company, although less experienced Space Marines are accepted for committing acts of exceptional courage.

A Space Marine has to undergo rigorous training in the use of Terminator armour. Once trained, the Space Marine will join the Chapter's elite and will be expected to perform above and beyond a normal Space Marine. The First Company forms the backbone of any of the Chapter's actions and they also act as an example to the rest of the Chapter. Accordingly, the First

Company rarely retreats or relents in an assault, as to be seen to do so would be disastrous.

The best example of this heroism was the First Tyrannic War, when the First Company of the Ultramarines were defending the planet Macragge's polar defence fortresses against the Tyranid hordes. This heroic action resulted in the complete destruction of the First Company, but spurred on by this selfless deed the rest of the Chapter stormed the fortresses, recaptured them and scoured the Tyranids from Macragge.

A Space Marine wearing Terminator armour usually holds a ranged weapon in his right hand, traditionally a storm bolter, while the left hand wields a power fist. This combination of devastating anti-personnel firepower and close quarters punch certainly makes the Space Marine Terminator a highly respectable opponent. However, this limitation in armament left squads of Terminators slightly restricted in tactical flexibility. To counter this the artificers of the Adeptus Mechanicus have designed a number of particularly devastating weapons to be used in conjunction with Terminator armour. These include the assault cannon, heavy flamer and the deadly Cyclone missile launcher for extra long ranged fire support and Lightning Claws and the Thunder Hammer and Storm Shield combination for extra punch in close quarters.

It is quite common for Terminators to be teleported into battle from the Space Marines' battle-barge. This gives Space Marine commanders a number of tactical options: the Terminators can be teleported onto a planet to form a beach-head for a Space Marine strike force, or they can be kept in reserve and teleported into the battle as and when they are required.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Terminators	4	5	5	4	4	1	5	1	9

SPECIAL RULES

Space Marines. The usual Break tests and Rapid Fire special rules apply.

Terminator Armour. A model wearing Terminator armour has an armour saving throw of 3 or more, just like power armour. However, because the armour is so massively thick the saving throw is rolled on 2D6 instead of 1D6.

Terminator armour also incorporates a targeter that is linked to whichever ranged weapon is carried. A targeter confers a +1 bonus to hit when shooting.

All suits of Terminator armour are equipped with a teleport homer to assist in teleport operations. A teleport homer is a transmitter which gives out a constant coded signal for teleporters to lock onto, making it easier to teleport troops down to an active teleport homer.

If a squad is teleporting to a point within 6" of an active teleport homer (carried by another squad for example) a roll of a HIT on the Scatter dice indicates that the squad has locked onto the homer and doesn't deviate as they teleport. A roll of an arrow indicates the squad has deviated as normal.

THE DEATH COMPANY

The Blood Angels were forced to use cells drawn from the dead body of Sanguinius in order to rebuild the Chapter after the Horus Heresy. This necessity has had a lasting effect on the psychology and character of the Chapter, which manifests itself as the Death Company.

The cells drawn from Sanguinius's body were saturated with his last moments of deepest sacrifice, and fleeting memories of that conflict continually break through into the minds of every Blood Angels Space Marine. These ghostly memories are partly pacified by the ceremonies and rituals for which the Chapter is famous. However, sometimes Blood Angels succumb to the overwhelming emotions of their Primarch's final moments. When this happens, as it is prone to do on the eve of battle, the individual loses all touch with reality and becomes frenzied and fearless to the point of madness.

The Chaplains of the Blood Angels watch carefully for any sign of the Blood Rage, as it is called, and take any that are afflicted to one side. These doomed warriors are arrayed in special armour and joined together in a unit called the Death Company. Their best hope is a quick death in battle, as those who survive inevitably become increasingly deranged and violent as they sinker ever deeper into madness and despair.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Death Company	4	5	4	4	4	1+1	4	1	10



SPECIAL RULES

EXTRA WOUND. As they reach a heightened state the warriors' bodies are able to temporarily ignore the effect of mortal wounds. Only after the battle, when their metabolism calms down, do these wounds kill them. To represent this the Death Company Space Marines start the battle with 2 wounds each (1 normal wound plus 1 extra, temporary wound). If they sustain 2 wounds during the battle they are slain, but if they sustain only 1 wound they survive. However, after the battle is over but before you work out which side has won, you must deduct the extra wound from every Death Company Space Marine. This means that any Death Company Space Marines who have already suffered 1 wound will be dead, and these extra casualties do count towards the final victory points.



LEADERSHIP. Except where noted above, Death Company Space Marines are automatically assumed to pass any Leadership tests they are required to take and so cannot be broken or shaken. Their Leadership value is therefore never used, but is included for comparative purposes.

PSYCHOLOGY. Aside from frenzy, the Death Company Space Marines are not affected by any of the psychology rules. They never test for fear, terror, or other psychology described in the Warhammer 40,000 rulebook.

FRENZY. The Death Company Space Marines are affected by the rules for *frenzy* as given in the Psychology section of the Warhammer 40,000 rulebook, with one exception. Death Company Space Marines can never take a restraining test to avoid going into frenzy. This means they are always affected by the rules for frenzy and must always charge the enemy if they are able to do so.

CHAPLAIN. The Death Company can only fight as a coherent unit as long as it is led by a Blood Angels Chaplain. It may then fight in a dispersed formation (individual models up to 4" apart). If the unit is not led by a Chaplain then it dissolves into a mass of rampaging individuals. The Squad Coherency rules cease to apply and each model fights on its own.

Should this happen, individual models will charge the nearest enemy within their charge range in accordance with the Frenzy rules. If there are no enemy within charge range each model moves its maximum normal movement distance in a random direction (use the Scatter dice). This random compulsory movement is worked out as soon as charges have been declared but before chargers are moved, as is usual for compulsory movement.

THE RAVENWING

The Ravenwing is the name of the 2nd Company of the Dark Angels Chapter. It is a highly specialised formation used for scouting and assault missions where speed is more important than heavy firepower. To this end all of the Space Marines in the company ride on bikes or land speeders, which are organised into special units called squadrons each consisting of up to five vehicles.

Instead of the usual dark green panoply of the rest of the Chapter, the Ravenwing's vehicles and armour are painted jet black, and it is this which gives the company its unique name. Equipped and trained for high speed missions, the Ravenwing excel at hit and run warfare and search and destroy operations. The last type of combat mission is highly important to the Dark Angels, because when they are operating against any of the Fallen it is vital that not one of the enemy escapes to fight another day.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ravenwing	4	4	4	4	4	1	4	1	8

SPECIAL RULES

SPACE MARINES: The usual Break tests and Rapid Fire special rules apply.

EXPERT RIDERS: The Space Marines of the Ravenwing practice and train continuously in the use of the vehicles that they ride. It is said that they only dismount to take part in the Chapter's rituals and ceremonies, and that the rest of the time they live, sleep and eat in the saddle. Because of this any member of the Ravenwing may re-roll the dice if they fail a Bike Skid test. In addition, they do not suffer any to hit modifiers when they fire from a vehicle that is moving at fast speed.

JINK: Ravenwing Space Marines are trained to jink the vehicle they are riding from side to side as they move, which makes them very difficult targets. When a member of the Ravenwing is fired upon by enemy models, the to hit modifiers for the speed the vehicle is moving at are increased by -1. Thus there is a -2 to hit modifier for firing at a Ravenwing vehicle that moved 10" to 20" in its previous turn, and a -3 to hit modifier for shooting at a Ravenwing vehicle that moved at over 20".

THE DEATHWING

The Deathwing is the 1st Company, or Terminator Company, of the Dark Angels Chapter of the Space Marines. Originally the Terminator armour used by the Deathwing was painted black, but after a single squad of Dark Angels Terminators rescued their home world from the grip of a Genestealer invasion the suits were recoloured white to honour their memory. Their unique appearance and terrifying name has made the Deathwing renowned throughout the Imperium, and their bravery and single-mindedness of purpose has become legendary.

It is only when a Dark Angels Space Marine is promoted to the Deathwing that he first starts to learn the history of the Chapter and of their unrelenting mission to hunt down and destroy all of the Fallen Dark Angels, no matter how long this may take. Even the Space Marines of the Ravenwing are unaware that the Chaos Space Marines they are so often called on to hunt down were once fellow Dark Angels. However, a Dark Angel does not learn the full truth even when he joins the Deathwing. Instead, slowly over time he will be promoted through a number of levels known as circles, assuming that he survives long enough and is found worthy enough to progress, of course. As a Dark Angel is initiated into each succeeding circle he learns more and more of the truth, but it is only if he reaches the highest level known as the Inner Circle that all is revealed to him.

Dark Angels that reach the Inner Circle are given the honorary title of Master, and perform all of the most important functions within the Chapter. Each company is commanded by a Master from the Inner Circle, and a Space Marine cannot become

Chief Librarian or one of the dreaded Dark Angels Interrogator-Chaplains without reaching this exalted level. It is thus only a small group of the most senior Dark Angels that knows all the dreadful secrets of the Chapter, and of the horror – and the hope – that is entombed deep within the heart of the Rock.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Deathwing	4	5	5	4	4	1	5	1	9

SPECIAL RULES

SPACE MARINE TERMINATORS: The usual Break tests and Rapid Fire special rules apply. In addition, the rules for Terminator armour as described in the Terminator section above apply.

IMMUNE TO PSYCHOLOGY: The Deathwing's complete fearlessness, even in the face of horrors that would drive a normal man insane, is legendary. Therefore members of the Deathwing cannot be affected by fear or terror and are immune to all psychological effects.

CHARACTERS: Note that all Dark Angels Masters, including the Master of the Deathwing and the Master of the Ravenwing, and any Dark Angels Librarians or Dark Angels Interrogator or Master Chaplains are members of the Deathwing, and therefore are immune to psychology as described above.

SPACE MARINE DREADNOUGHTS

Dreadnoughts are huge fighting machines that stand two or three times the height of a man and weigh several tons. As they stride into battle, fiery death roars from the myriad of weapons mounted on their towering hulls and their great metal arms churn through everything in their path. Incoming fire spatters like rain off their thick ceramite hide as they smash their way through the enemy lines. No serious assault can begin without a wave of Dreadnoughts first driving a wedge through the enemy's defences.

The Space Marine Dreadnoughts are possibly the most ancient Dreadnought design, with some machines dating back tens of thousands of years to the Age of Strife. Dreadnoughts are complex machines, requiring special materials and skills to construct and all Space Marine Dreadnoughts are revered in themselves because the art of their construction is almost lost.

Like most Dreadnoughts, Space Marine Dreadnoughts have variable configuration weapon mounts on their arms. This facilitates easy conversion of the Dreadnought to a number of different weapon fits according to different tactical situations.

The weapons mounted on the Space Marine Dreadnought are superficially similar to the heavy weapons carried by Space Marines or Space Marine Terminators. However, Dreadnought weapon systems are superior in a number of ways because of their sturdier construction, increased ammunition capacity and improved targeting systems. These improvements are partially subsumed into the Space Marine Dreadnought's Ballistic Skill and its ability to move and fire heavy weapons, but in addition to these the following special rules apply to Space Marine Dreadnought weapons.

Sustained Fire Weapons

A Space Marine Dreadnought firing an assault cannon or a storm bolter ignores the first jam rolled on the Sustained Fire dice each turn. This means that a storm bolter will never jam if it's mounted on a Dreadnought and an assault cannon will only jam if it rolls two or more jams together. However, if an assault cannon rolls three jams together it will still explode, automatically destroying the assault cannon itself but inflicting no further damage to the Dreadnought.

If a Dreadnought is armed with twin-linked heavy bolters, first roll all the number of Sustained Fire dice you want to (up to a maximum of four). You may ignore the first jam from these each turn. You may not ignore the first jam for each heavy bolter individually.

Heavy Plasma Gun

A heavy plasma gun can be even more devastating when mounted on a Dreadnought, because the Dreadnought can divert some of its own internal power supply to the weapon and accelerate its recharging cycle. If a Dreadnought armed with a heavy plasma gun moves and fires the heavy plasma gun on maximum power in the same turn, follow the normal rules for recharging. If the Dreadnought does not move on the same turn it fires the heavy plasma gun on maximum power you may ignore the normal rules.

Missile Launcher

Most Space Marine Dreadnoughts have been upgraded to carry a specialist salvo-firing launcher capable of launching up to three missiles simultaneously. Unfortunately, the launcher has a slightly temperamental guidance system which occasionally locks on to only some, or none, of the extra designated targets.

A Space Marine Dreadnought armed with a missile launcher can opt to either fire a normal shot or salvo fire. The decision to use salvo fire must be made before the to hit roll is made. If salvo fire is used roll a Sustained Fire dice – the number rolled is the number of missiles launched. Roll to hit for each missile separately; the missiles can be fired at different targets but the targets can't be more than 2" apart. The whole salvo must be either Frag or Krak missiles, not a mix of both. If a jam is rolled on the Sustained Fire dice no missiles are fired and the missile launcher is affected in exactly the same way as a sustained fire weapon.

Multi-Melta

The Space Marine Dreadnought mounts a multi-melta with a variable focus, allowing it to broaden the energy beam. This sacrifices range and power to burn a wider area.

A Space Marine Dreadnought armed with a multi-melta can opt to fire either narrow beam with the effects of a standard multi-melta, or it can be fired on a broad focus with the same effects as a heavy flamer.

Twin Lascannon

The twin lascannon weapon system features a sophisticated scanning system which can separate and identify the different components of a target. This system allows the Dreadnought to adjust its aim with pinpoint accuracy to strike the desired component.

A Space Marine Dreadnought armed with a twin lascannon rolls to hit normally. If a hit is scored against a vehicle make a D6 roll for hit location as usual, the Space Marine player is then allowed to add +1 or deduct -1 from the hit location roll. Note, however, that it is not possible to hit a location which is behind cover by adjusting the hit location roll.

Power Fist

Power fists mounted on Space Marine Dreadnoughts incorporate extra power servos so that they can grip and then rotate to tear pieces off the target. This is most useful for ripping apart vehicles, inflicting catastrophic damage on the component attacked.

The special Tear attack can only be used against other Dreadnoughts and vehicles. The Dreadnought can make one Tear attack for every two hits it would have normally scored.

To resolve a Tear attack the Space Marine player nominates a single location on the target. The Dreadnought seizes that location and attempts to tear part of it away. Roll for penetration as normal. If the location chosen is penetrated the part is torn away: roll for damage with a +2 modifier on the damage chart.

WHIRLWIND

Although the Whirlwind is used by the Imperial Guard and the Space Marines, its use is less common among the Imperial Guard, who rely upon their huge batteries of Basilisks, Bombards and Manticores to provide support for their armies. However, the Whirlwind is considerably more useful to the Chapters of the Adeptus Astartes. The Space Marines' role as a highly mobile strike force means they can ill afford to be slowed down by static artillery guns.

Such an elite force as Space Marines do however recognise the need for good supporting fire, especially if they are going to deal with numerous hordes of Orks or suppress highly mobile forces such as Eldar. It is vital that the strength of such foes is broken before they can take advantage of the Space Marines' lack of numbers. The Whirlwind comes into its own by combining the manoeuvrability of the Rhino with the devastating punch of a multi-launcher.

The Whirlwind's multi-launcher can hold up to ten rockets. Each rocket is propelled by solid fuel and carries a Fragmentation warhead. The multi-launcher fires in programmed salvos of two rockets at a time, using sophisticated target acquisition systems to guide home the salvo and maximise the concentration of fire, creating a barrage far deadlier than that of a standard Frag missile. This makes the Whirlwind the perfect choice for attacking heavily defended positions, with its ability to blast holes in enemy front lines and accompany a Spearhead attack to exploit newly created weaknesses.

WHIRLWIND MULTI-LAUNCHER

The multi-launcher is fitted into a turret mount giving it a 360° fire arc, allowing it to turn rapidly to face enemy threats as they appear.

The multi-launcher carries ten rockets, which are programmed to be fired in salvos of two. If you are playing a normal game you will have enough rockets to last the duration of the battle. However, if you are playing a longer battle of six turns or more, then you will have to keep track of your ammunition expenditure. Use counters or a dice placed next to the model, or make a note on a piece of paper, to keep track of the number of shots fired.

The two rockets are primed to explode together creating a devastating barrage. A multi-launcher uses the 3" blast marker from the Warhammer 40,000 boxed game. Place the blast marker and roll to hit as normal. If the multi-launcher misses then the shot scatters: roll an artillery and a scatter dice. The shot scatters a number of inches equal to the number rolled on an artillery dice, in a direction determined by rolling a scatter dice.

If an 'Arrow' and a MISFIRE is rolled this indicates that the rockets were duds and the barrage has no effect.

If a HIT and a MISFIRE is rolled this indicates that a malfunction has occurred in the multi-launcher. Roll a D6 on the Multi-launcher Malfunction Table (below) to determine what has gone wrong.

MALFUNCTION TABLE

D6	Result
1-2	Faulty launch tubes cause the rockets to detonate inside the launcher. The Whirlwind is ripped to pieces in a blaze of destruction, destroying the Whirlwind and killing the crew. Any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.
3-4	The firing mechanism is fused and no barrage is fired this turn. The rockets are expended and should be marked on the ammo expenditure. In subsequent turns the multi-launcher may only be fired if you first roll a 4 or more on a D6.
5-6	The rockets are duds and fail to fire. The rockets are expended and should be marked on the ammo expenditure. The multi-launcher will be ready to fire as normal in your next turn.

INDIRECT FIRE

The Whirlwind is equipped with a sophisticated scanning device. The scanner employs a bio-scanner and an energy scanner enabling it to distinguish all enemy troops, vehicles and defended positions. The scanner sweeps the whole area locating enemy units and calculating their position on the battlefield. This information allows the Whirlwind crew to fire on enemy troops that they can't see. This procedure is known as indirect fire. Note that the scanner cannot spot enemy models that are hiding, as the detail shown on the scanner's screen is not clear enough to pick out stationary enemy models that are near to cover.

When firing indirectly you may fire at any enemy models that are within range of the multi-launcher, even if a direct line of sight can't be drawn to the target from the Whirlwind (note that the 'Choosing a Target' rule on page 29 of the Warhammer 40,000 rulebook still applies). Place the 3" Blast marker and roll to hit as normal. If you miss, establish where the barrage lands using the normal Scatter rules. Normally, models completely under the Blast marker are hit automatically, but as indirect fire is less accurate than direct fire any models or vehicle locations wholly or partially under the blast are hit on the D6 roll of 4, 5 or 6. Make saves and damage rolls as appropriate.

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-20	20-72	-	-	5	D4	-2	D6+D4+5	3" Blast marker, may fire indirectly

The Angels of Death

The Space Marine Chapters known collectively, though unofficially, as the Angels of Death number amongst their ranks some of the most daunting warriors of the Imperium. The Dark Angels and the Blood Angels have played a central role in the history and shaping of the Imperium. Indeed, the Dark Angels were the original Space Marine Legion. The two Chapters and their Successors show some important variations of uniform and organisation from that described in the Codex Astartes.



The Codex is a massive tome which describes in exacting detail the composition, strategy, tactics and uniforms of a Space Marine Chapter. It was devised by the Ultramarines Primarch Roboute Guilliman in the wake of the Horus Heresy.

His model for the rules and strictures of heraldry and organisation was his own Chapter of the Ultramarines. The Dark Angels and the Blood Angels retained the heraldry and iconography they had prior to Roboute's work simply because there was little for them to gain by changing their own traditional systems for the one he described in the Codex.



Every Chapter has its own heraldic uniform consisting of a colour or a coloured scheme. These colours are given to the Chapter when it is founded. In the case of the Blood Angels the colour is red. Every Chapter is different to some degree. Every Chapter also has its own badge or insignia, the Chapter badge which appears on all of its property, its battle flags, vehicles, and on the left shoulder pads of its Space Marines.

The Dark Angels Chapter also has special organisational features which set it apart from the Codex Chapters such as the Ultramarines. These features are a result of the Chapter's long and glorious history and include the Deathwing and the Ravenwing special companies. The Blood Angels Chapter is structured and organised much like a Codex Chapter but has retained its own heraldic systems for uniforms and equipment.

The Unforgiven

The three Space Marine Chapters shown here and the Dark Angels Chapter comprised the original Dark Angels Legion before the Second Founding, as described elsewhere in this book. Collectively the four Chapters are known as the Unforgiven. The Angels of Absolution, the Angels of Vengeance and the Angels of Redemption share the ancient secret of the Dark Angels and that Chapter's mission to reclaim its honour and eradicate the terrible shame of their part in the history.

The three Chapters follow the Dark Angels' pattern of organisation closely and each has its own Inner Circle. They all have formations which are similar to the Deathwing and Ravenwing companies although they are not named as such. The Chapters of the Unforgiven coordinate their activities in regard of their secret mission and it is not unknown for the Supreme Grand Masters of the four Chapters to hold summit meetings on the Rock.

Indeed the various Grand Masters of the Unforgiven are frequent visitors to the Dark Angels fortress-monastery.

ANGELS OF VENGEANCE



This Chapter has retained the traditional black armour of the original Dark Angels Legion. The First Company wears black Terminator armour and the monkish robes of the Inner Circle are jet-black.



ANGELS OF ABSOLUTION



This Chapter's heraldry forms a stark contrast to that of the Dark Angels. All of the Chapter's warriors wear bone-white armour and its vehicles and equipment are all painted in this scheme.



ANGELS OF REDEMPTION



Amongst the Unforgiven the Angels of Redemption have a fearsome reputation for their courage and zeal to right the ancient wrongs of the Dark Angels. Nothing can dissuade the Chapter from its mission to hunt down the Fallen.



Successors of the Blood Angels

The Angels Sanguine, the Angels Encarmine and the Angels Vermilion are the Second Founding Chapters derived directly from the original Blood Angels Legion. The Fleshtearers Chapter and the Blood Drinkers Chapter were created at later foundings although the exact number of their founding has been long forgotten. All of these Chapters have the somewhat dubious distinction of sharing the gene-seed of the Blood Angels since they also share its flaw. Because of this the Adeptus Terra have always been unwilling to use this gene-seed to create new Chapters.

It must be assumed that the creation of the Fleshtearers and Blood Drinkers was either done before the full implications of the Flaw were made apparent or that the Imperium was in desperate need of new Chapters at the time they were founded. There may be other Chapters which were derived from the Blood Angels but the Imperial records do not name them nor do any other Chapters claim the lineage.

ANGELS VERMILION



This Chapter is steeped in mystery. It shuns other Chapters and its history since the Second Founding is largely unknown. When it is mentioned its battle record is exemplary. One dare not imagine the torments the Chapter must endure in isolation as it suffers the bloody dreams of Sanguinius.



FLESHTEARERS



The Fleshtearers Chapter has a well deserved reputation for savagery in battle. It is said that at times the entire Chapter is consumed by a wailing bloodlust. The Fleshtearers appear to revel in their notoriety.



BLOOD DRINKERS



The Blood Drinkers Chapter is an exception to the others described here in that they are close adherents to the heraldic rules of the Codex. Their uniforms and markings are similar to those of the Ultramarines Chapter.



ANGELS SANGUINE



It is said that beneath the gleaming masks of the Angels Sanguine is a will of iron; but the truth is somewhat darker. Their terrible secret is known only to a few souls outside the Chapter, but despite this they have a long and glorious history.



ANGELS ENCARMINE



This Chapter is one of the most active of all the Space Marines. Its Master cannot rest at peace and is forever seeking opportunities to get his troops into battle. This means that the Chapter is rarely at full strength, though what it lacks in numbers it makes up for in fervour.



ARMY BADGES



The design of an army badge is quite straightforward: a geometric shape with a simple icon is the norm. Space Marines normally paint the army badge onto their right greave.



The Dark Angels

DARK ANGELS CHAPTER ORGANISATION

At the end of the Horus Heresy the huge Space Marine Legions that had been used up to that time were broken down into smaller formations called *Chapters*. Most of these new Chapters were organised along the lines laid down by Roboute Guilliman in the Codex Astartes. However, the Dark Angels are one of the Chapters that do not use a strict Codex organisation.

This being said, an outside observer would find it difficult to spot any differences between the Dark Angels and a strict Codex Chapter like the Ultramarines. The Dark Angels consists of ten companies each of one hundred Space Marines, as is normally the case, and each company consists of ten squads of ten men each including a Sergeant. In addition to this basic fighting strength each company has its own Captain, Standard Bearer, Chaplain and Apothecary.



It is in the organisation of the higher levels of command that differences to the organisation laid down in the Codex Astartes can first be seen. All Chapters include a number of officers and specialists who stand aside from the company organisation. In the Dark Angels these individuals are known as the Inner Circle. Only members of this select group are fully aware of all the secrets of the Dark Angels Chapter. Members of the Inner Circle may be assigned to fight with a company in battle. Included amongst them are the Chapter's Librarians and Interrogator-Chaplains, whose duty it is to guard the dungeons below the Rock. To perform this sacred task they must know all of the Chapter's secrets from when they are inducted.

In addition to the Inner Circle the Dark Angels Chapter includes a large number of support staff that do not know the full history of the Chapter. Many are non-combatants of advanced years whose roles are to find and train recruits or administrate the Chapter. Other members of the Chapter's support staff include the Chapter's Armourer, the Chapter's Techmarines, the Commander of the Fleet, Victuallers, the Commander of the Arsenal, Commander of Recruits and Commander of the Watch. There are actually relatively few Space Marines in the Chapter's support staff, and most non-combatant roles within the Chapter are performed by the Chapter's human serfs. The largest group of Dark Angels Space Marines in the support staff are the Chapter's Armourers and Techmarines. Consequently, these two are set aside from the other support staff and considered separately.

Each of the ten companies that comprises the Chapter is led by a Master of the Dark Angels, who has progressed through the ranks of the Deathwing and is a member of the Inner Circle. He is attended by supernumeraries such as the Company's Chaplain and Apothecary.

Of the ten companies comprising a Dark Angels Chapter, the first two, known as the Deathwing and the Ravenwing, are unique and do not follow standard Codex organisation. The 1st Company is called the Deathwing and consists of veteran

troops. Originally the Terminator armour used by the Deathwing was painted black, but after a single squad of Dark Angels Terminators rescued their home world from the grip of a Genestealer invasion, the suits were recoloured white to honour their memory. Note that members of the Deathwing always fight in Terminator armour, and are never fielded as Veteran squads in power armour as is the case with most other Chapters.

The Ravenwing is the name of the 2nd Company of the Dark Angels Chapter. It is a highly specialised formation used for scouting and assault missions where speed is more important than heavy firepower. To this end all of the Space Marines in the company ride on bikes or land speeders, which are organised into special units called squadrons each consisting of up to five vehicles. Instead of the usual dark green panoply of the rest of the Chapter, the Ravenwing's vehicles and armour are painted jet black, and it is this which gives the company its unique name. All of the companies, with the exception of the Deathwing, Ravenwing and Scout companies maintain Rhino transports for each of their squads and officers.

The Deathwing has a permanent establishment of Land Raiders for carrying Terminator squads. It is also customary for Dreadnoughts to remain a part of their company and their presence certainly bolsters the company's fighting strength.

The remainder of the Dark Angels Chapter is organised along strict Codex lines. The 3rd, 4th and 5th are Battle companies, each consisting of six squads of Tactical Space Marines, two of Assault, and two of Devastators. These three Battle companies form the main battle lines and generally bear the brunt of the fighting. The Assault squads of the Battle company may be deployed as bike squadrons or land speeder crews.

Companies 6 and 7 are Tactical companies, each consisting of ten Tactical squads. These are intended to act as a reserve which may be used to bolster the main line, launch diversionary attacks or stem enemy flanking moves. Company 6 is also trained to use the Space Marine bike and the entire company may be deployed as bike squadrons. Similarly, Company 7 squads are trained to fight with land speeders and the company acts as a light vehicle reserve formation.

The 8th Company is an Assault company consisting of ten Assault squads. This is the most mobile company and is often equipped with jump packs, bikes and land speeders. The 8th Company is used in the assault role and wherever a strong hand-to-hand fighting force is needed.

The 9th Company is a Devastator company, consisting of ten Devastator squads. It is the most powerfully equipped company in the Chapter and is used to bolster defence points and provide long range support.

The Chapter's 10th Company is its Scout company, consisting of a number of Scout squads. Scouts are youths who have been recruited and partially transformed into Space Marines. Until their physical transformation and training is complete they fight as Scouts. There is no formal size for a Scout company as the rate of recruitment is not fixed.

Dark Angels Chapter Organisation



INNER CIRCLE

Supreme Grand Master
Grand Masters
Interrogator-Chaplains
Librarians



Master
Chaplain
Apothecary
Standard Bearer

DEATHWING

Squads:
20 Terminator squads

Support:
Dreadnoughts
Land Raiders

RAVENWING



Master
Chaplain
Apothecary
Standard Bearer

Squadrons:
Attack Bikes
Land Speeders
Bikes

BATTLE COMPANIES



3rd COMPANY

Master
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos



4th COMPANY

Master
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos



5th COMPANY

Master
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos

RESERVE COMPANIES



6th COMPANY

Master
Chaplain
Apothecary
Standard Bearer

Squads:
10 Tactical

Support:
Dreadnoughts
Rhinos



7th COMPANY

Master
Chaplain
Apothecary
Standard Bearer

Squads:
10 Tactical

Support:
Dreadnoughts
Rhinos



8th COMPANY

Master
Chaplain
Apothecary
Standard Bearer

Squads:
10 Assault

Support:
Dreadnoughts
Rhinos



9th COMPANY

Master
Chaplain
Apothecary
Standard Bearer

Squads:
10 Devastator

Support:
Dreadnoughts
Rhinos

SCOUTS

10th (SCOUT) COMPANY

Master
Chaplain
Apothecary

Squads:
Scouts

ARMOURY
Techmarines and Servitors



OTHERS

ADMINISTRATION STAFF AND SUPPORT PERSONNEL

SQUAD ORGANISATION

The Space Marines of the Dark Angels are organised into a number of different types of squad, each of which has a unique tactical role.

Tactical squads are the most common type in a Chapter. A Tactical squad is led by a Sergeant and includes nine other Space Marines. Tactical squads are armed with a selection of weaponry enabling them to perform a wide range of battlefield roles. They are generally considered to be the backbone of the Chapter's fighting strength.

Assault squads are hand-to-hand combat specialists. Each squad consists of a Sergeant and nine Space Marines armed with a close combat weapon in each hand. The entire squad may be equipped with jump packs to enhance their use as shock troops able to overwhelm opponents with lightning fast attacks.

Devastator squads again consist of ten Space Marines. With a high proportion of heavy weapons Devastator squads are designed to provide massive firepower either for supporting assaults or defending the line.

Terminator squads of the Deathwing are equipped with the uniquely powerful Terminator armour. Unlike the veteran warriors of other Space Marine Chapters the Deathwing never fight any other way. Allied to their indomitable will this makes the Deathwing one of the Imperium's mightiest forces.

Scout squads consist of a Space Marine Sergeant plus four Scouts. The role of the Sergeant is to train the Scouts and lead them in battle. Only Sergeants of considerable experience and status are designated for this role.

All Space Marine squads apart from Scouts nominally consist of ten troopers but can be divided into two separate Battle squads in combat. This gives each unit a further degree of flexibility in action.



HEAVY WEAPON

SERGEANT

SPECIAL WEAPON

ASSAULT SPACE
MARINE

SERGEANT

ASSAULT SPACE
MARINE

HEAVY WEAPON

SERGEANT

HEAVY WEAPON

Tactical Squad



SQUAD LEADER

SPACE MARINES ARMED WITH BOLTGUNS

Assault Squad



SQUAD LEADER

ASSAULT SPACE MARINES

Devastator Squad



SQUAD LEADER

HEAVY WEAPON

HEAVY WEAPON

SPACE MARINES ARMED WITH BOLTGUNS

Dark Angels Deathwing



The Deathwing is the 1st Company, or Terminator company, of the Dark Angels Chapter of the Space Marines. Vastly experienced in all manner of war and battle the Deathwing is a mighty opponent. Only in the face of the most dangerous foes or threat would the entire company of twenty Terminator squads be mustered together. The Deathwing's more usual role is pinpoint strikes by individual squads to put the fear of the Emperor into the hearts of his enemies. Originally the Terminator armour used by the Deathwing was painted black, but after a single squad of Dark Angels Terminators rescued their home world from the grip of a Genestealer invasion the suits were recoloured white to honour their memory.



SERGEANT DETAIL

This unique appearance and terrifying name have made the Deathwing renowned throughout the Imperium, and their bravery and single-mindedness of purpose has become legendary.



DEATHWING TERMINATOR



DEATHWING HEAVY FLAMER

COMPANY BADGE

The Deathwing company is honoured among the ranks of the Dark Angels. Its special status is reflected in many ways, not least of which is the breaking of the sword in the Deathwing variant of the Dark Angels Chapter icon.



DEATHWING
COMPANY
BANNER



THE ARMY BADGE

At the start of a war or campaign, Tech-priests move through the ranks of the Imperium's fighting forces blessing the warriors and war machines. Whilst an ancient litany is chanted a special device is painted or carved onto the armour or uniforms of each Space Marine or vehicle.



HONOUR
BADGE



DEATHWING
BADGE



ARMY
BADGE



DETAIL OF
CHAINFIST

Commander Azrael **Supreme Grand Master of the Dark Angels**

Commander Azrael is the present Supreme Grand Master of the Dark Angels. He carries the honorific title of Keeper of the Truth as he is the only member of the Chapter who is allowed to enter the deepest levels of the dungeons on the Rock. Each Supreme Grand Master secretly chooses his successor from the members of the Inner Circle. When the old incumbent dies, his choice is ceremonially presented with the Lion Helm and the Sword of Secrets, both of which are potent icons for the Dark Angels.



The Lion Helm is carried by a Helmet Bearer, one of the strange creatures known as the Watchers in the Dark. The Watcher has a powerful and unique psychic talent that protects it from all attacks.



COMMANDER AZRAEL AND HIS HELMET BEARER

Ezekiel **Grand Master of Librarians**

Ezekiel is the present Grand Master of Librarians in the Dark Angels Chapter. He is also the Keeper of the Book of Salvation, which lists the names of all of the Fallen Dark Angels that have been recaptured by the Chapter.



Asmodai **Interrogator-Chaplain**

Asmodai is the oldest and most successful Interrogator-Chaplain in the Dark Angels at the present time. He is totally single-minded in his determination to force any of the Fallen that come into his hands to repent.



Dark Angels Battle Companies

The 3rd, 4th and 5th Companies of the Dark Angels are the Battle companies. These have a standard organisation consisting of six Tactical squads, two Assault squads and two Devastator squads. Each company is commanded by a Master and has a Chaplain, an Apothecary and a Standard Bearer.

The companies are distinguished from each other by their company badges. These badges also form the basis of the Masters' heraldry, appearing on their right shoulder armour and banners.

SPACE MARINE OF THE 3rd COMPANY



This is a Space Marine of the 3rd Company. The dark green armour with red wing motifs on the chest and red bolter casing are standard for the whole Chapter. His left kneepad bears the company badge. The right shoulder pad carries the tactical badge and squad number.



All the Space Marines of the Dark Angels Chapter carry a white rendering of the winged sword emblem on their left shoulder armour.

This icon also appears on all of the Chapter's vehicles and equipment. Various forms of it also appear on the many banners associated with the Chapter although it is often presented in different colours.

CHAPLAIN

Dark Angels Chaplains have black armour. The right shoulder pad has a white skull on it. They carry the Chapter badge on their left shoulder pad.



Right pad



Left pad

COMPANY STANDARD BEARER

The company standard bearer wears the same dark green armour as normal troopers, but instead of a tactical symbol, his right pad bears a white laurel wreath honour badge.



Right pad



Left pad

APOTHECARY

Apothecaries wear white armour. The right shoulder pad carries the prime helix badge of the Apothecaries. The left pad is green and decorated with the Chapter badge.



Right pad



Left pad

RIGHT SHOULDER PADS



Tactical Squads



Assault Squads

Devastator Squads

COMPANY BADGES



3rd Company



4th Company



5th Company



"Forget your past life. From this day on you are simply a Dark Angel - nothing else is of consequence. The Chapter is all that matters."

Commander Azrael
addressing new recruits to the Scout company

VETERAN SERGEANT OF THE 3rd COMPANY



APOTHECARY OF THE 3rd COMPANY



CHAPLAIN OF THE 3rd COMPANY



Masters Banners

The Master of each company is distinguished by his unique heraldry. This is derived from the company badge designs. The right shoulder pad and the Master's banner will carry this pattern. In addition, the Master's armour and equipment is likely to be adorned with all manner of honour badge and litany.



Company Master
BELIAL



Company Master
SHEOL



Company Master
SAMMAEL

Reserve Companies

The Reserve companies are a vital part of the Space Marine fighting forces. Entire companies may be deployed to seize or defend important objectives in large battles or campaigns. Alternatively, the Reserve companies can supply individual squads to the Battle companies to bolster their combat effectiveness and cover losses suffered.

6th COMPANY

This company consists of ten Tactical squads.



Right pad



Left pad

7th COMPANY

This company consists of ten Tactical squads.



Right pad



Left pad

8th COMPANY

This company consists of ten Assault squads.



Right pad



Left pad

9th COMPANY

This company consists of ten Devastator squads.



Right pad



Left pad

Brother Bethor - Bearer of the Sacred Standard

The Dark Angels have three ancient standards which date back to the time of the Great Crusade. It is the custom for only one to be used at any time, the remaining two standards being kept in the Great Hall on the Rock.

Brother Bethor is the present Bearer of the Sacred Standard. He was chosen for this sacred duty following his quite exceptional bravery during the Cleansing of Durganion XIII, where he single-handedly recaptured the 3rd Company's Battle Standard after it had been captured by a Genestealer brood.



DARK ANGELS
CHAPTER
BANNER



WREATH BADGE



CHAPTER SYMBOL



BROTHER BETHOR

The three Sacred Standards of the Dark Angels



The Standard of Fortitude

This standard celebrates the unstoppable courage and tenacity of the Chapter. It will inspire any Dark Angels nearby to attack the enemy with grim determination, unleashing a hail of fire as they advance.



The Standard of Devastation

The Standard of Devastation reminds the Dark Angels that they must meet any attack with devastating retaliation. Any enemy will be stopped in their tracks by overwhelming fire-power.



The Standard of Retribution

The Standard of Retribution serves to remind the Dark Angels that the enemies of the Emperor can never be forgiven. It inspires them to carry on fighting under any circumstances, smiting their foes with righteous fury.

Dark Angels Librarians

Dark Angels Librarians are organized separately from the rest of the Chapter. They follow strict codes of behaviour and dress which help focus their minds for their arduous duties. On the battlefield they provide invaluable psychic support, whilst on their homeworld they act as guardians for the dungeons that lie in the Rock, and as such are always inducted directly into the Deathwing.



LEXICANIUM'S
BANNER

CODICIER'S
BANNER

EPISTOLARY'S
BANNER



LEXICANIUM



CODICIER



EPISTOLARY



Dark Angels Techmarines

Dark Angels Techmarines bear Chapter heraldry on their left shoulder armour and the badge of a Tech Priest adept on the right. They are custodians of the specialist knowledge required to maintain the Chapter's weapons and equipment. Servitors are bizarre combinations of man and machine created by the Techmarines to aid them in their duties. Although robust, Servitors have only the most rudimentary intellect and are normally restricted to manning weapons or heavy manual labour.



SERVITOR



TECHMARINE
BADGE



CHAPTER
HERALDRY



TECHMARINE

HEAVY METAL™

Dark Angels Dreadnought

The Dreadnought's operator is not an ordinary Space Marine, but one of the Old Ones: a living embodiment of a Chapter's spirit and heroic history.



MISSILE LAUNCHER



COMPANY BANNER



ARMY BADGE



COMPANY BADGE
WITH TERMINATOR
NUMBER



LASCANNON



Dark Angels Razorback

The Razorback provides heavy covering fire for the Space Marines it transports into battle.



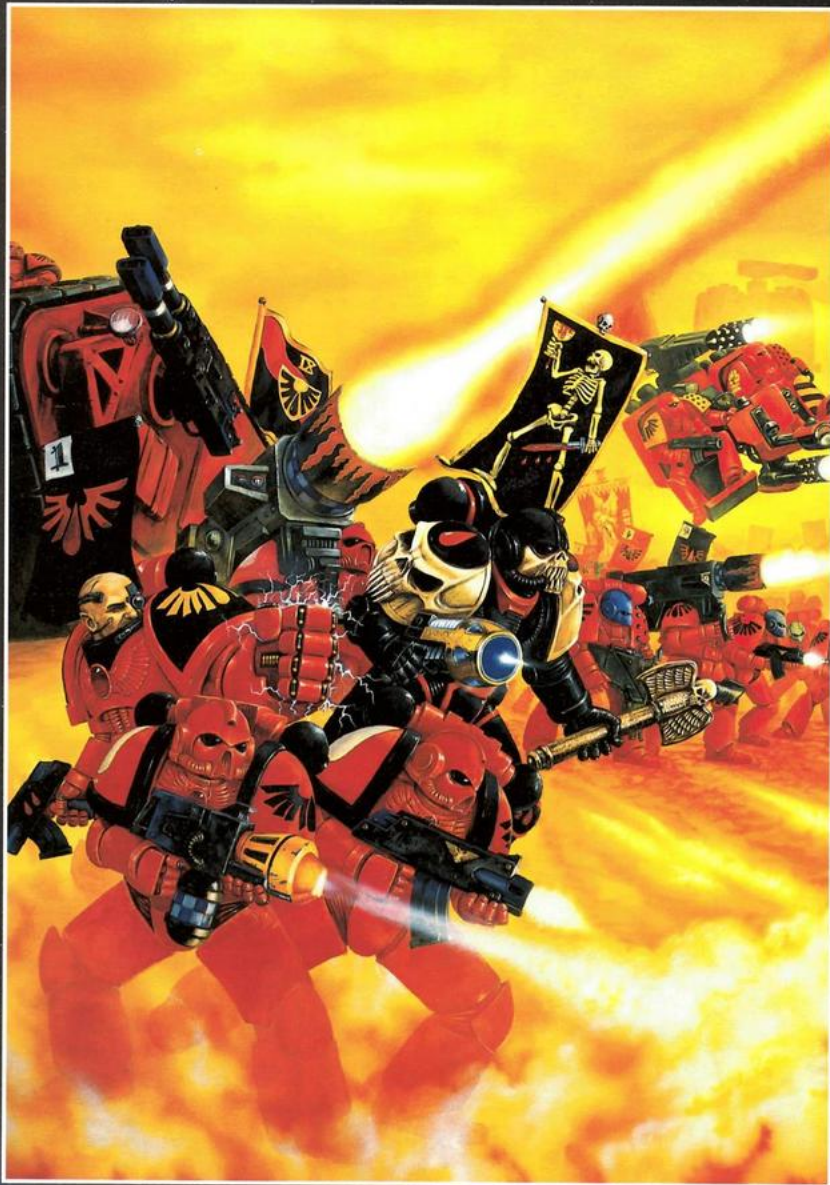
RAZORBACK
DESIGNATION



GUNNER'S
SHOULDER
INSIGNIA



COMPANY
BADGE



The Blood Angels

BLOOD ANGELS CHAPTER ORGANISATION

The Blood Angels Chapter is organised along the lines laid down by Roboute Guilliman in the Codex Astartes. This mammoth tome was written shortly after the Horus Heresy, when the large Space Marine Legions that had fought during the Heresy were broken up into smaller fighting forces called Chapters.

A Chapter consists of ten companies each of one hundred Space Marines. A company consists of ten squads each of ten men including a Sergeant. In addition to this basic fighting strength each company has its own Captain, Standard Bearer, Chaplain and Apothecary. A Chapter also includes a number of officers and specialists who stand aside from the company organisation. These individuals are known as the headquarters staff and they may be assigned to fight with a company in battle. Included amongst them are psychic Librarians from the Chapter's Librarians and Techmarines together with their Servitors.

Although the Codex describes a number of ranks and responsibilities within the headquarters staff only a very few of these officers actually accompany the Chapter to war. Many are non-combatants of advanced years whose roles are to find and train recruits or administrate the Chapter. Some ranks described by the Codex include the Chapter's Standard Bearer, the Master's Secretarius, the Lord of the Household, the Chapter's Armourer, the Commander of the Fleet, Victuallers, the Commander of the Arsenal, Commander of Recruits and Commander of the Watch.



There are relatively few of these senior officers as most non-combatant roles within the Chapter are performed by the Chapter's human serfs. The two largest groups are the Librarians and the Techmarines. Consequently, these two are set aside from the other headquarters staff and considered separately.

The Blood Angels headquarters staff includes a number of ranks that are not found in any other Chapter, and which reflect the unique nature and character of the Blood Angels Chapter. These include the Sanguinary Priests who perform the rituals when new recruits are inducted into the Chapter, and the Curators or Guardians that protect the Chapter's holy relics such as the Shroud of Sanguinius.

Each of the ten companies that comprises a Chapter is led by a Space Marine Captain and includes supernumeraries such as the Company's Chaplain and Apothecary. The fighting strength of each company is made up of ten squads each of ten Space Marines led by a Sergeant.

Of the ten companies comprising a Chapter the 1st Company consists of veteran troops and is invariably the most powerful. The 1st Company is the only one able to use the rare and treasured Terminator armour. The members of the Blood Angels 1st Company fight as assault troops when not equipped as Terminators, rather than as Tactical squads as is the case in the majority of Space Marine Chapters. All of the companies except the Scout company maintain Rhino transports for each of their squads and officers. The 1st Company also has a permanent establishment of Land Raiders for carrying Terminator squads. It is also customary for Dreadnoughts to remain a part of their company and their presence certainly bolsters the company's fighting strength.

The 2nd, 3rd, 4th and 5th are Battle companies, each consisting of six squads of Tactical Space Marines, two of Assault, and two of Devastators. These four Battle companies form the main battle lines and generally bear the brunt of the fighting. The Assault squads of the Battle company may be deployed as bike squadrons or land speeder crews.

Companies 6 and 7 are Tactical companies, each consisting of ten Tactical squads. These are intended to act as a reserve which may be used to bolster the main line, launch diversionary attacks, or stem enemy flanking moves. Company 6 is also trained to use the Space Marine bike and the entire company may be deployed as bike squadrons. Similarly Company 7 squads are trained to fight with land speeders and the company acts as a light vehicle reserve formation. The 8th Company is an Assault company consisting of ten Assault squads. This is the most mobile company and is often equipped with jump packs, bikes and land speeders. The 8th Company is used in the assault role and wherever a strong hand-to-hand fighting force is needed.

The 9th Company is a Devastator company, consisting of ten Devastator squads. It is the most powerfully equipped company in the Chapter and is used to bolster defence points and provide long range support.

The Chapter's 10th Company is its Scout company consisting of a number of Scout squads. Scouts are youths who have been recruited and partially transformed into Space Marines. Until their physical transformation and training is complete they fight as Scouts. There is no formal size for a Scout company as the rate of recruitment is not fixed.

Blood Angels Chapter Organisation

ARMOURY
Technicians
Servitors

HEADQUARTERS STAFF

Master of the Chapter
Sanguinary Priests
Senior officers
Administrative staff
Support personnel



LIBRARIUS
Chief Librarian
Epistolaries
Codiclers
Lexicaniums

VETERANS



1st (VETERAN) COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
20 Terminator
or
10 Veteran
Assault

Support:
Dreadnoughts
Rhinos
Land Raiders

BATTLE COMPANIES



2nd COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes



3rd COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes



4th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes



5th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

RESERVE COMPANIES



6th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Tactical

Support:
Dreadnoughts
Rhinos
Bikes



7th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Tactical

Support:
Dreadnoughts
Rhinos
Land Speeders



8th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Assault

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes



9th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Devastator

Support:
Dreadnoughts
Rhinos

SCOUTS

10th (SCOUT) COMPANY

Captain
Chaplain
Apothecary

Squads:
Scouts



BLOOD ANGELS DEATH COMPANY

The Blood Angels Death Company is an ad hoc formation and so does not appear in the formal Chapter Organisation.



SQUAD ORGANISATION

Blood Angels Space Marines are organised into a number of different types of squad. Each of these squads has a unique tactical role and they are designed to operate together to provide mutual support and maximum flexibility. All Space Marine squads apart from the Terminators and Scouts nominally consist of ten troopers but can be divided into two separate five-man battle squads in combat. This gives each unit a further degree of flexibility in action.

Tactical squads are the most common type of squad. A Tactical squad is led by a Sergeant and includes nine other Space Marines. These are mostly armed with boltguns but one may carry a heavy weapon and another may carry a special weapon. This combination is the most tactically flexible and offers a fair mixture of capabilities within a squad.



Assault squads are designed for hand-to-hand combat. Each squad consists of a Sergeant and nine Space Marines armed with a close combat weapon in each hand. Common armament consists of a brace of bolt pistols or a bolt pistol and chainsword. The whole squad can be equipped with jump packs, ideal for fast-attacking, close-quarter fighting assault troops.

Devastator squads consist of a Sergeant and nine Space Marines. Of these nine Space Marines, up to four may be armed with heavy weapons, whilst the remainder carry boltguns. This is the most heavily armed type of Space Marine squad of all. Devastators are deployed wherever extra firepower is needed, especially where the Chapter faces enemy tanks or fortified positions.

Terminator squads wear the uniquely powerful Terminator armour. This is massive in construction and contains built-in weaponry so the Space Marine inside is virtually turned into a one-man tank. The Blood Angels have only a limited number of these ancient artifacts and so only the honoured veterans of the First Company are equipped with them.

Blood Angels Veteran squads are organised exactly like the Assault squads of the Battle companies. The Sergeant and the nine Space Marines are all Veterans. A single Battle squad of Blood Angels Veterans forms the personal honour guard of the Chapter's commander.

Scout squads consist of a Space Marine Sergeant plus four Scouts. The role of the Sergeant is to train the Scouts and lead them in battle.



HEAVY WEAPON

SERGEANT

SPECIAL WEAPON

ASSAULT
SPACE MARINE

SERGEANT

ASSAULT
SPACE MARINE

HEAVY WEAPON

SERGEANT

HEAVY WEAPON

Tactical Squad



SQUAD LEADER



SPACE MARINES ARMED WITH BOLTGUNS

Assault Squad



SQUAD LEADER

ASSAULT SPACE MARINES

Devastator Squad



SQUAD LEADER

HEAVY WEAPON

HEAVY WEAPON

SPACE MARINES ARMED WITH BOLTGUNS

Blood Angels Companies

The 1st Company are the Veterans who can fight as Terminator squads of five or in Veteran squads of ten. The Veteran squads are organised and fight as Assault troops. Companies 2, 3, 4 and 5 are the Battle companies and are made up of a range of squad types. The other companies are the Reserves, each consisting of a single squad type. Each of these nine companies has its own badge (shown below). These

badges are displayed on the right shoulder pads of all the troopers and on all the vehicles, equipment and Dreadnoughts that belong to or are assigned to that company. With the exception of the 1st Company's badge the various company badges represent blood drops. The company Captains of the Blood Angels wear distinctive individual heraldry on their left shoulder pads and banners.

SPACE MARINES OF THE 2nd COMPANY



Squad type is distinguished by helmet colour: red for Tactical squads, yellow for Assault squads and blue for Devastator squads. Gun casings and shoulder armour trims are black.



RIGHT SHOULDER PADS



1st Company



2nd Company



3rd Company



4th Company



5th Company



6th Company



7th Company



8th Company



9th Company

All Blood Angels wear the Chapter badge on their left shoulder pad. This is black for troopers and yellow for Sergeants and Squad Leaders.



SERGEANT



A Blood Angels Sergeant has black shoulder pads trimmed in red. The Chapter badge is yellow.



Right pad



Left pad

SQUAD LEADER

Squad Leaders are distinguished from Sergeants by their differently coloured banners.



Right pad



Left pad

SQUAD BADGES

Each squad in a Company is identified by a badge worn on the right knee of their power armour.



1st Squad



2nd Squad



3rd Squad



4th Squad



5th Squad



6th Squad



7th Squad



8th Squad



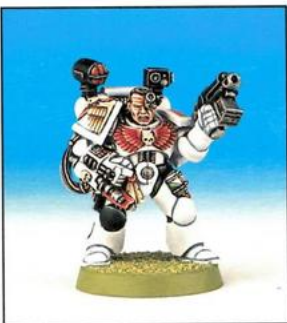
9th Squad



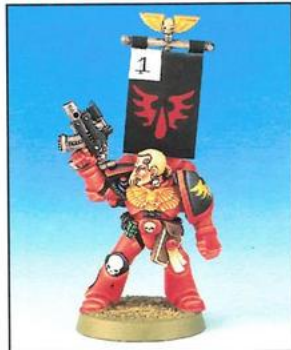
10th Squad

2nd COMPANY STANDARD BEARER

The Company standards display various litanies and battle honours. The centrepiece of each banner is an heraldic device representing some particular event or action in the Chapter's long and epic history.

APOTHECARY OF THE 3rd COMPANY**CHAPLAIN OF THE 3rd COMPANY****Chapter and Company Standard****Chapter Banner**

The Blood Angels have many honorific standards. These are only rarely carried into battle, as they are mostly too old and fragile to survive the rigours of the battlefield. The Chapter standard bears a depiction of Sanguinius at the zenith of his powers.

**2nd Company Banner****VETERAN SERGEANT OF THE 2nd COMPANY****COMPANY STANDARD BEARER**

Company Standard Bearers wear red armor with a green laurel wreath badge on their right shoulder pad.

**Right pad****Left pad****APOTHECARY**

Apothecaries wear white armor. The left shoulder pad carries the Chapter heraldry whilst the right pad shows the red helix badge of the Apothecarion.

**Right pad****Left pad****CHAPLAIN**

Chaplains have black armor with a white skull badge on the right shoulder. The left shoulder displays the Chapter badge.

**Right pad****Left pad**

Blood Angels Captain Tycho

Each Blood Angels Captain has a unique heraldic device which is reproduced on his left shoulder armour and on his banner. Company badges are worn on the right shoulder pad. The Captains' armours are maintained by the Chapter's Artificers and over the centuries they have become fashioned into glorious relics.



Blood Angels Terminators

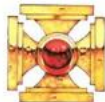
The Space Marine Terminators of the 1st. Company display the Chapter badge on their right shoulder pad. The left pad carries the massive stone Terminator icon, the *Crux Terminatus*. The Sergeants have black pads with a yellow Chapter badge and a distinctively shaped *Crux*.



The Terminator squads do not have individual badges as other Blood Angels but are instead distinguished by name. This is displayed on the Sergeant's banner along with the squad's number. The names of the first ten squads are Redeptor, Invictor, Avengor, Damnator, Venator, Vindictor, Destructor, Vexator, Signator, and Praetor.



THUNDER HAMMER AND STORM SHIELD



1st SQUAD
SERGEANT
BANNER



CYCLONE TERMINATOR

Blood Angels Death Company



The Blood Angels Chapter of Space Marines suffers from a grievous flaw in their genetic makeup and the Death Company is its inevitable result. All Space Marines are created in part by the implantation of the mysterious geneseed. This shapes the Space Marine's development, preparing his body for organ transplants and the psychological training required to make him a Space Marine.

However, the Blood Angels' geneseed is flawed and although the Chapter's warriors are as powerful as any other they each carry this flaw. On the eve of battle the afflicted Space Marine is driven to maddening rages and an unholy bloodlust washes over him. All Blood Angels recognise immediately that their time has come and so they seek absolution, preferring a heroic death in battle to an endless descent into drooling madness.

Death Company Chaplain



CHAPLAIN'S
BANNER



Tormented by visions of their great Primarch Sanguinius they don suits of jet-black armour and daub great red crosses over it to symbolise his wounds. Icons of skulls and blood are carefully applied by the Chapter's Artificers as Chaplains chant their requiem. Each Space Marine in the Death Company chooses to fight with the weapons he is most familiar with. These are painted red and blessed by the accompanying Chaplain. The Chaplain's role is to lead the maddened Death Company Space Marines to ensure that their final sacrifice is not in vain.



Blood Angels Librarians

Blood Angels Librarians follow the established practices of the Codex Imperialis. They wear the standard blue armour with Chapter heraldry carried on the left shoulder pad, and also the yellow tabards. The black markings on the tabards serve to indicate rank.



LEXICANIUM'S
BANNER

CODICIER'S
BANNER

EPISTOLARY
BANNER



LEXICANIUM



CODICIER



EPISTOLARY



Blood Angels Techmarines

As devotees of the Cult Mechanicus, Blood Angels Techmarines stand apart from the rest of their brethren. To them is entrusted the upkeep of all the weaponry and machinery belonging to the Chapter. Their armour retains the Chapter heraldry on the left shoulder, whilst the right shoulder bears the badge of a Tech-Priest adept.



TECHMARINE



TECHMARINE
BADGE



CHAPTER
HERALDRY



SERVITOR

HEAVY METAL™

Commander Dante - Lord of the Blood Angels



Commander Dante is the most experienced and able leader of any Space Marine Chapter. Due to the longevity of the Blood Angels he has ruled the Chapter for over 1,100 years! As a leader he is utterly fearless, and full of drive and initiative. Dante may be escorted by a personal bodyguard of five Veteran Blood Angels equipped with jump packs.



Details of bodyguard markings

Apothecary Corbulo Sanguinary Priest

Corbulo is the most senior of the Sanguinary Priests. It is his duty to guard the Red Grail which was used to preserve the blood of Sanguinius after he was slain.



Mephiston Chief Librarian - Lord of Death

Chief Librarian Mephiston is a figure of awe and reverence to other Blood Angels. He gained superhuman powers when he overcame the Red Thirst.



Blood Angels Land Speeder



The Space Marine land speeder is a lightning fast weapon of war. Soaring across the deadly battlefields of the forty-first millennium, the land speeder strikes deep behind enemy lines.



COMPANY
BADGE



SQUAD
NUMBER



ARMY
BADGE



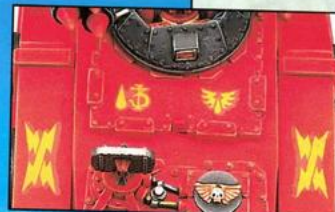
COMPANY AND ARMY BADGES



CREW ALSO DISPLAY ARMY BADGES

Blood Angels Whirlwind

Armed with an awesome multi-launcher Space Marine Whirlwinds are able to launch thunderous support barrages of immense power.



WHIRLWIND
DESIGNATION



ARMoured
VEHICLE INSIGNIA



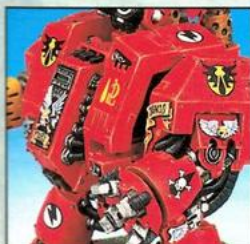
COMPANY
BADGE



TANK NUMBER

Blood Angels Dreadnought

The Space Marine Dreadnought is the ultimate in personal armour, bristling with a variety of awesome weapons. It strides over the battlefields of the Imperium destroying all the enemies who dare stand against it.



POWER FIST



CHAPTER BADGE



ARMY BADGE



COMPANY MARKING
(Second Deadnought
of the Second company)



HONOUR BADGE



MULTI MELTA



HONOUR BANNER



COMPANY
BADGE



SQUAD
NUMBER



TACTICAL
MARKING



ARMY
BADGE

Blood Angels Rhino

The Rhino is one of the most versatile armoured personnel carriers used by Space Marine Chapters throughout the Imperium.



ANGELS OF DEATH WARGEAR CARDS



WARGEAR CARD

STANDARD OF FORTITUDE 50 Points

This standard celebrates the unstoppable courage and tenacity of the Chapter. It will inspire any Dark Angels nearby to attack the enemy with grim determination, advancing steadily while unleashing a hail of fire at the enemy.

Any Dark Angels within 6" of the standard are allowed to move up to 4" and rapid fire in the same turn.

MAY ONLY BE CARRIED BY THE BEARER OF THE SACRED STANDARD



WARGEAR CARD

STANDARD OF RETRIBUTION 25 Points

The Standard of Retribution serves to remind the Dark Angels that the enemies of the Emperor can never be forgiven. It inspires them to carry on fighting under any circumstances, smiting their foes with righteous fury.

Any Dark Angel within 6" of the standard will always inflict at least 1 hit in hand-to-hand combat, even if they lose or draw against an opponent. Note that under these circumstances the opposing model will also score 1 or more hits, which may result in both models being killed!

MAY ONLY BE CARRIED BY THE BEARER OF THE SACRED STANDARD



WARGEAR CARD

STANDARD OF DEVASTATION 50 Points

The Standard of Devastation reminds the Dark Angels that they must meet any attack with devastating retaliation.

Any Dark Angel within 6" of the standard is allowed to shoot if they are charged by the enemy, just as if the model had been in overwatch.

MAY ONLY BE CARRIED BY THE BEARER OF THE SACRED STANDARD



WARGEAR CARD

DEATH MASK OF SANGUINIUS 15 Points

Dante's armour incorporates an incredibly lifelike golden mask that is said to have been modelled upon the features of Sanguinius. In battle it almost appears to come to life, and a halo of golden energy plays about the wearer's head striking terror into the hearts of his enemies.

The wearer of the helmet causes terror as described in the Warhammer 40,000 rulebook.

BLOOD ANGELS COMMANDER ONLY

ANGELS OF DEATH WARGEAR CARDS

WARGEAR CARD

WARGEAR CARD

WARGEAR CARD

WARGEAR CARD

THE INFERNO PISTOL 10 Points

The Inferno pistol is a beautifully crafted weapon that dates back to the Dark Age of Technology. It uses similar principles to those used for the melita-gun to literally melt its target.

This weapon takes a few seconds to recharge after each shot, and this means that if it is used in hand-to-hand combat then only the very first hit inflicted in each round of combat can be with the pistol. Any further hits will be inflicted with Dante's power axe.

RANGE		TO HIT		STR.	DAM.	SAVE		ARMOUR	MOD.	PENE.	SPECIAL
SHORT	LONG	SHORT	LONG			MOD.	PENE.				
0-6	-	+1	-	8	D3	-4	D6+D3+8	Close combat			

BLOOD ANGELS COMMANDER DANTE ONLY

MASTER-CRAFTED PLASMA PISTOL 15 Points

A weapon crafted by a master armorer and ornamented by the greatest artists is a worthy weapon for a warrior. Such weapons are treasured possessions for those lucky enough to receive them.

The energy source of a master-crafted Plasma pistol is far superior to that used in a normal Plasma pistol. The weapon does not have to recharge for a turn after it has been fired – it can be fired every turn if desired.

SHORT LONG		SHORT LONG		STR.	DAM.	MOD.	PENE.	SPECIAL
0-8	8-24	+2	-1					
				6	1	-1	D6+6	See above

Special: Sustained fire 1 dice, Close combat.

RED GRAIL 100 Points

The Red Grail is used to hold the blood of Sanguinary Priests during the induction rituals that are performed when a Blood Angel joins the Chapter. Its presence on the battlefield has a strange effect on the Blood Angels, enhancing the physical and psychological aspects which are most closely linked to their Primarch.

Any Blood Angels that are within 12" of the Grail add +2 to their Movement characteristic, and have their Strength and Weapon Skill increased by 1 point each.

BLOOD ANGELS APOTHECARY ONLY

SHROUD OF SANGUINIUS 50 Points

The Shroud is kept in a box protected by a stasis field. If the stasis field is turned off any Blood Angels that are nearby will be driven into an ecstatic state by the psychic vibrations.

The Guardian of the Shroud may choose to activate or deactivate the stasis field at the start of any Blood Angels turn. As long as the field is turned off any Blood Angels within 12" of the shroud become subject to frenzy. When the stasis field is reactivated the Blood Angels will return to normal. Note that the bearer of the Shroud is not affected by frenzy when the field is deactivated.

MAY ONLY BE CARRIED BY THE GUARDIAN OF THE SHROUD OF SANGUINIUS

ANGELS OF DEATH WARGEAR CARDS

WARGEAR CARD

WARGEAR CARD

WARGEAR CARD

WARGEAR CARD

THE LION HELM

25 Points

The Lion Helm creates a dome of energy with a radius of 3" around the helmet. Models within the force bubble receive a 4+ unmodified save against any attacks that originate from outside the bubble. This save applies to all attacks, including psychic attacks. Note that the save does not apply if the attacker is within the force bubble too.

Models may *not* use any personal fields within the energy bubble, even against opponents also inside the field, because you may not use more than one field at the same time.

DARK ANGELS SUPREME GRAND MASTER ONLY

SWORD OF SECRETS

10 Points

The Sword of Secrets was cut from a single block of jet black obsidian. The blade is so incredibly well-crafted that it has not chipped or lost its razor sharp edge over the millennia.

The Sword of Secrets is a potent close combat weapon and has the following characteristics:

RANGE		TO HIT		SAVE		ARMOUR		SPECIAL
SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	
Close combat only				6	1	-4	D6+D12+6	Parry

DARK ANGELS SUPREME GRAND MASTER ONLY

BOOK OF SALVATION

Free

This book lists all the names of the Fallen that have been captured by the Dark Angels during their great crusade, and they will never willingly let it fall into enemy hands.

If the Grand Master is slain, then do not remove his body. Place it on its side and leave it on the table top. The first Dark Angel to reach the body will retrieve the book instead of attacking that turn. Until the book has been picked up all Dark Angels are immune to psychology, will never break, and may add +1 to their Weapon Skill. However, if the Dark Angels have failed to retrieve the book by the end of the game then they lose 10 victory points.

DARK ANGELS GRAND MASTER LIBRARIANS ONLY

BLADES OF REASON

25 Points

Although not primarily designed for combat the Blades of Reason can be used in this way. Any living opponent who suffers even a single wound from the Blades is incapacitated and should be removed as a casualty, even if they have 1 or more wounds remaining.

SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	SPECIAL
Close combat only				5	1	-2	D6+3	See above

INTERROGATOR CHAPLAINS AND MASTER CHAPLAINS ONLY

RAVENWING LAND SPEEDER

VEHICLE DATA

CREW:

1 SPACE MARINE DRIVER
1 SPACE MARINE GUNNER

RAM VALUE:

STRENGTH 6

D6 DAMAGE

-3 SAVE

MOVEMENT:

SLOW SPEED: 10"

COMBAT SPEED: 20"

FAST SPEED: 30"

TYPE: SKIMMER

SPECIAL RULES:

Ravenwing Land Speeders do not suffer a -1 to hit modifier for moving at fast speed. In addition, enemy models shooting at the Land Speeder suffer an additional -1 to hit modifier if it moved at 10" or more.

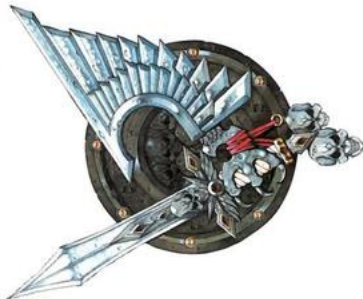
WEAPONS:

One Heavy bolter with targeter and a 180° field of fire to the front, and one Assault cannon with targeter and a 45° field of fire to the front.

WEAPON DATA

WEAPONS	RANGE			TO HIT		STR.	SAVE		DAM.	MOD.	ARMOUR		PENIE.	SPECIAL
	SHORT	LONG	MAX	SHORT	LONG		SHORT	LONG			SHORT	LONG		
Heavy bolter	0-20	20-40	-	-	-	5	D4	-2	D6+D4+5	-	-	-	-	Sustained Fire 20
Assault cannon	0-12	12-32	+1	-	-	8	D10	-3	D6-D10+8	-	-	-	-	Sustained Fire 30

POINTS COST 195 points



D6	Location	Armour	
		Front	Side/Rear
1-2	Crew*	See below	
3-6	Land Speeder	10	12

*Hit the one nearest to the attacker

Land Speeder Damage Table

- 1 The land speeder's heavy bolter is destroyed and may no longer be used.
- 2 The land speeder's assault cannon is destroyed and may no longer be used.
- 3 The land speeder's controls are damaged making it difficult to control. Roll a D6 at the start of each of the land speeder's movement phases. On a roll of 4, 5 or 6 the driver is able to control the land speeder and it moves normally. On a roll of 1, 2 or 3 the land speeder moves out of control for that turn.
- 4 The land speeder's engine cuts out and it crashes to the ground 2D6" away in a random direction. Anything under the land speeder when it lands takes D3 S6 hits with a -2 saving throw modifier. The crew are able to leap to the ground before it crashes, but will suffer damage if the land speeder was moving at more than 10" a turn in its previous move.
- 5 The land speeder's engine blows up, killing the crew. The wreck plummets to the ground 2D6" away in a random direction. Anything under the land speeder when it lands takes D3 S6 hits with a -2 saving throw modifier.
- 6 The land speeder's fuel explodes, killing the crew. The flaming wreck crashes to the ground 2D6" away in a random direction. When the wreck hits the ground its ammunition explodes, causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Crew Damage Table

Roll to see if the crewman is killed using the normal shooting rules. He has a Toughness of 4 and is wearing power armour that confers a 3+ saving roll, and has 1 wound. If the driver is killed then the land speeder will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table, or until the gunner takes over. If the gunner is killed then his heavy bolter may no longer be used, although the driver may still fire the land speeder's assault cannon.



SPACE MARINE WHIRLWIND

VEHICLE DATA

CREW:

1 SPACE MARINE
DRIVER
1 SPACE MARINE
GUNNER

RAM VALUE:

STRENGTH 7
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 18"
FAST SPEED: 25"
TYPE: TRACKED



WEAPONS:

One Multi-launcher mounted in the turret. The Multi-launcher is fitted with a targeter and has a 360° field of fire. The Whirlwind may be fitted with a set of auto-launchers carrying frag or blind grenades at an additional cost of +5 points.

WEAPON DATA

WEAPONS	RANGE	TO HIT	SAVE	ARMOUR	SPECIAL
	SHORT	LONG	STR.	DAM.	MOD.
Multi-launcher	0-20	20-72	-	5	D4 -2 D6+D4+5 3" Blast Marker
Auto-launcher	6	-	-	As Grenade Type	-
Frag Grenade	-	-	-	3	1 -1 D6+4 2" Blast Marker
Blind Grenade	-	-	-	-	- 2" Blast Marker

POINTS COST: 150 points

* Hit the one nearest to the attacker	Location	Front / Side	Rear
D6	Track*	15	15
1	Hull	20	18
2-4	Turret	20	18
5-6			

Track Damage Table

D6 The track is damaged but keeps running. The Whirlwind may only move at slow speed for the rest of the game.

2-5 The track is blown off. The Whirlwind moves out of control next turn and comes to a permanent halt for the rest of the battle.

6 A track is blown off and the resulting damage smashes the vehicle's drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on the D6 score of 4, 5 or 6. Surviving models may dismount using the normal rules.

Hull Damage Table

D6 The driver is killed. Unless his position is taken over the Whirlwind will move out of control for the rest of the game.

2-3 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4, 5 or 6 they are hit and killed.

4 The Whirlwind's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and it bursts into flames, killing all the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamet.

5 The Whirlwind's ammunition explodes. The Whirlwind is destroyed and any models within 3" suffer D6 strength 10 hits with -3 saving throw modifier.

6 The Whirlwind is destroyed and any models within 3" suffer D6 strength 10 hits with -3 saving throw modifier.

Turret Damage Table

D6 The Whirlwind multi-launcher mounted in the turret is damaged and may not fire indirectly and may only be fired if you first roll 4 or more on a D6.

2 The multi-launcher goes haywire and fires a barrage at a random target. Roll a Scatter dice to determine the direction of the barrage. Place the 3" blast marker on the first model (friend or foe) within range and in its path and work out the effects of the barrage as normal. The rockets are expended and the multi-launcher may not fire next turn.

3 The turret gunner is killed. Unless his position is taken over by another crewman the Whirlwind multi-launcher may no longer be fired.

4-6 The ammunition stored in the turret explodes and the Whirlwind is destroyed. All the crew are killed and the turret is blown off, flying 206" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 Strength 9 hits with a -6 saving throw modifier.

DARK ANGELS AND BLOOD ANGELS ARMY LISTS

P In the following pages you will find two army lists: one for the Dark Angels and one for the Blood Angels. You can use these lists to choose either a Dark Angels or a Blood Angels force. Unless noted otherwise, the following rules and guidelines apply equally to both army lists.

SIZE OF GAME

The Space Marine Codex army lists are designed so you can choose an army to a points value agreed by yourself and your opponent. There is no upper limit to the size of an army, but 500 points is about the smallest size for a battleworthy force. A 1,500 point battle will usually last an entire evening, while 3,000 points will give you a battle that will take most of a day to fight. The lists have been designed and balanced for armies of around 3,000 points, but they will work with smaller or larger forces too.

If you fight extremely large battles (say more than 6,000 points a side) you may wish to introduce additional restrictions on the number of characters and support items, otherwise these will tend to dominate the battle to the exclusion of other troops – this is left to experienced players to sort out amongst themselves. We find that between 100 to 300 points per foot of table width gives the best game. For example, if your table is 6' wide, then an army of between 600-1,800 points should provide a satisfying game without things getting too crowded!

Most players prefer to collect their armies in blocks of 500 or 1,000 points' worth of troops. For example, you might begin with a core force of 500 points and build it up by adding 500 points at a time. This allows you to conveniently plan your purchases and gives you time to paint the models and try them out on the tabletop before deciding what to add next.

It is usual for each side to begin with an equal points value of troops, say 2,000 points a side. Each player picks his force from the appropriate Warhammer 40,000 army list, up to the agreed points value. The total points value of your army may be less than the agreed amount but it cannot be more – you will often be a few points short simply because there is nothing left to spend the last few odd points on.

THE ARMY

When you choose a Dark Angels or Blood Angels army you can spend your points on three categories of troops: Characters, Squads and Support. You are permitted to spend only a proportion of your total points on each of these categories. For example, you may spend up to a maximum of 50% of your points on Support. These limitations are designed to ensure armies are reasonably balanced and don't consist entirely of character models, Dreadnoughts or tanks. The proportion of points which can be spent on each category is summarised immediately before the army list under the heading 'Army Selection'.



Note that, with the exception of allies (which are described in more detail below), all of the troops you take must be chosen from one of the lists; you could not take characters from the Blood Angels list and squads from the Dark Angels list, for example.

CHARACTERS

You are free to spend up to 50% of your army's points total on characters. Your army must include at least one character, the army commander, as explained below.

The points value of characters includes the value of the characters' wargear and Wargear cards. The points values of wargear is included on the Wargear list which appears immediately before the two army lists. The points value of Wargear cards is indicated on the cards themselves. The maximum number of Wargear cards a character can have is indicated in its army list entry. In some cases these vary from the standard number permitted in Warhammer 40,000. This is to take into account unusual individuals such as the Space Marine Chaplain characters, and so forth.

ARMY COMMANDER

As noted above, a Space Marines army must be led by an army commander. The commander will be either a Space Marine Captain, a Terminator Captain, or one of the special characters allowed to command an army (see later).

If an army includes two or more characters who are eligible to command it, then you must choose which will be the army commander. However, you must announce to your opponent which model you have chosen before either side has set up.

VETERAN SERGEANTS

Squads may replace their ordinary Sergeants with Veteran Sergeants who are characters with improved profiles and possibly a Wargear card. Veteran Sergeants must remain with their squads and lead them just like ordinary Sergeants; they cannot move and fight freely as other characters can.

SQUADS

At least 25% of your army's points must be spent on squads. Space Marine Veteran, Tactical, Assault and Devastator squads are available as 10-man units in the army lists. However, they may be divided into two combat squads of five men each before the battle starts. If you decide to do this then each 5-man combat squad fights as a separate unit for the entire battle.

SUPPORT

You can spend up to 50% of the army's points on support. The Support section of the army list describes support weapons, vehicles, Dreadnoughts and allies. In many cases the items you may take are restricted by the presence of certain models in the army. For example, you may only take a Dreadnought if the army includes a Techmarine. These restrictions are explained in the relevant entry.

Note that we have not included all the profiles or additional details for the different kinds of support weapons, vehicles and Dreadnoughts. Refer to the Warhammer 40,000 Wargear book for Support Weapon rules or the Dark Millennium supplement for the vehicle data cards. The data cards also indicate the points values for the different kinds of vehicle, although these are summarised on the lists for your convenience.

TECHMARINES AND SERVITORS

In order to include Dreadnoughts, support weapons or vehicles (apart from bikes) the army must include at least one Techmarine. In addition, the army is limited to a maximum of three Servitor models operating support weapons per Techmarine included in the army (eg, if the army has one Techmarine it may have up to three Servitors, if it has two Techmarines it may have up to six Servitors, and so on). Note that the army may include models riding bikes even if it doesn't have a Techmarine.

ALLIES

The points allocated for support are also used to buy allied troops, such as Imperial Guard or other non-Codex Space Marines. Potential allies are indicated in the lists. To choose allies refer to the separate Warhammer 40,000 army lists for the allies that you wish to include. You may include allies from a single army, or from several armies, it is up to you.

When choosing allies there is no restriction on the categories of troops you may take. If you are spending, say, 500 points on allies you could include 500 points of characters, or 500 points of vehicles, for example. In addition, obligations regarding compulsory troops do not apply to allies (you do not need to choose an army commander for example). However, all other restrictions in the allied list do apply, and all unit sizes must be correct. Obviously, you may not pick further allies from the allied army's own Support section.

Including allies in your Space Marine army is a good way of expanding your forces. It enables you to build up the core of a completely different army, and it allows you to vary your painting routine. By including allies it is also possible for several players to combine their forces and fight substantially larger battles.

SPECIFIC LIMITATIONS

The Space Marine Codex army lists describe the troops, characters and support items that the army may contain. In most cases there is no upper limit to the number of squads or characters, other than the points available. However, certain types of squad, character, and support item are limited in number or their availability is governed in some other way. You can only take one Terminator Captain for your Blood Angels army, for example. Restrictions of this kind are indicated in the lists.

SPECIAL CHARACTERS

After each of the army lists there is a section of special characters. These describe some of the Chapter's most famous Space Marines, and provides game details and points values for them. Your army may include these characters if you wish, either as additional character models, or, in some cases, as the army commander in place of a regular commander. Their points cost is included in the points paid for your characters.

NEW MODELS

New Citadel miniatures for Space Marine armies are being released all the time. Details of these new models and any special rules that apply to them will be published in White Dwarf magazine at the same time as the model is released. White Dwarf is available through all the major newsagents, while the Games Workshop stores and Mail Order department carry the latest issue and some back issues.

Usually the rules article for a new model will include an entry for you to add to the Space Marines Codex army list. However, this is not always the case, especially with new weapon options for existing Space Marine vehicles. In the case of weapon options or other upgrades, simply make a note on the relevant entry in the army list about the new option.

DIVIDING SQUADS FOR BATTLE

The most common type of Space Marine unit consists of ten Space Marine warriors and is normally referred to as a 'squad'. A squad may fight as a single unit of troops led by its Sergeant. Alternatively, before the game begins, you may wish to divide squads into two equal halves. This gives you two units of five troops instead of a single unit of ten. One of the

halves will be led by the Sergeant while the other is led by the second most senior warrior who is referred to as a Veteran.

Veterans have identical profiles to ordinary warriors, but are usually distinguished by having a back banner in the same way as Sergeants. Divided squads are called 'combat squads' and function as two completely separate units for the duration of the battle.

THE LION AND THE WOLF

After the Emperor had found his lost sons he set about reuniting the many kingdoms of Men. The Emperor's Legions raced outward bringing the true faith to those who would listen and death to those who would not. Mighty wars raged; for there were many in those days who doubted the Emperor's word and turned their faces from his light. Some were honourable men, merely misguided. Some were tyrants and traitors greedy to retain their powers. And some listened to the whispered promises of daemons and raised their war banners against all humanity. The Space Marines fought an endless succession of foci and were undismayed, for they were mighty and their leaders were invincible.

The war was fought not only against renegade men but against Orks and Eldar and other beings too terrible to be named. It was a time when a man could win glory and respect in the sight of the Emperor. It was a time of darkness, of terrible massacres and noble deeds. But it was also a time of hope: for the living Emperor walked among men, and he brought the promise of a stable and peaceful empire and freedom from the tyranny of the dark powers and their servants.

In this savage and noble age the Primarchs walked the worlds like mortal gods. In those days, before the Fall, Horus was the Emperor's favoured son and the Lord of Humanity had every reason to be proud of him. He led the forces of Mankind to victory after victory. Noble he was and proud, respected and trusted by all. For he was the bravest of the brave and the mightiest of the mighty. His words were well-spoken and his opinions always reasoned and fair. His promises were always kept and his threats always enacted. He had never been beaten in battle.

Horus was always first among the Primarchs but there were others of near equal renown: Jaghatai Khan of the White Scars, cunning master of the lightning raid. Eagle-winged Sanguinius, of the keen eye and pure heart. Leman Russ of the Space Wolves: impetuous, fierce and bold. And, of course there was taciturn Lion El Jonson, whose silence concealed a deep wisdom. The Primarchs were a band of brothers, and as with all brothers there was a certain rivalry, as they vied for glory and the attention of the Emperor. And as with many brothers there were bonds of kinship but there was also animosity. Sometimes feuds sprung up. The most famous and enduring of these was the one between Russ and Jonson.

It is said that the two men disliked each other on sight, when they first met in the great marble chamber in the Emperor's Hall on Old Earth. Russ thought Jonson too aloof and disdainful. Jonson believed Russ to be boastful and coarse. It is said that the two barely exchanged a word in the whole time they were on Terra, but then Jonson rarely spoke and only Russ took this personally.

If Jonson was quiet he was also brave and a mighty leader of men. During the Great Crusade only he and Horus achieved a greater tally of victories than Russ. Russ, ever concerned with his honour and good name, and ever keen to tell the noble saga of his deeds, found

this exasperating. Matters came to a head on the world of Dulan when the Dark Angels and the Space Wolves were set to assault the Crimson Fortress of the tyrant Durath. Durath had personally insulted the Emperor and had ritually sacrificed ten thousand believers to his patron daemon in order to assure his victory. Both Primarchs were keen to claim his head.

Russ, ever headstrong, felt that he should lead the assault. Durath had claimed that Russ was the Emperor's puppy and that he would feed Russ's heart to his pet grox. The Lord of Fenris was enraged and determined to wipe out this stain on his honour. He swore a mighty oath that he would personally slay Durath and cut out his heart. So angry was he that he ordered Jonson to stand down and let the Space Wolves attack the Crimson Fortress headlong. Jonson, who had spent days laying plans for his assault, and who had personally scouted out all its weak points, ignored this command and began the assault. The Dark Angels stormed the mighty citadel and Jonson killed Durath in single combat on the keep's walls. Russ, caught in the swirling melee at the foot of the battlements, could only look on and howl with frustrated rage.

So great was his anger that when the battle was over and Jonson sat in triumph within Durath's Hall, Russ walked up and struck the Dark Angel. Jonson rose to his feet and struck back. A space was cleared in the great hall and the two Primarchs wrestled back and forth while their assembled men watched and shouted encouragement. For a day and a night they fought back and forth, each perfectly matched in superhuman strength and speed. Russ was slightly the stronger but Jonson was slightly quicker and so the two were well balanced.

Both had been schooled in hand-to-hand combat by the Emperor and by Warmaster Horus. Each knew every trick and feint. The fight rolled on out of the Hall and across the battlements. After a full day had passed they eyed each other wearily over the shattered ruins of Durath's Fortress. Russ, quick to rage but quick to mirth, saw the funny side of what had happened and began to laugh. As far as he was concerned the fight was over: both men had taken each other's measure, and honour was satisfied.

Jonson was not amused; he was slow to anger and slow to forgive and Russ's first blow he saw as treacherous. As Russ laughed Jonson walked up and struck him unconscious. The prone form of Russ was carried from the fortress by his men while the Dark Angels looked on and jeered. Now Jonson considered honour satisfied.

When Russ awoke the Dark Angels were gone, summoned by the Emperor to take part in the Alisore campaign. Russ swore that he would have vengeance on Jonson for his low blow. Thus began a feud that was to last for centuries. To this day when Space Wolves meet Dark Angels one of their number is called upon to re-enact this ancient duel with one of Jonson's sons, in order that the honour of both Chapters may be satisfied.

THE WARGEAR LISTS

The army list entries for characters and squads often indicate that models may be equipped with more weapons or wargear at extra cost. This cost is indicated in the Wargear list given just before the army lists. The Wargear list is divided into different categories, and in some cases there are additional restrictions – for example a model may only ever carry a single heavy weapon. In addition, not all weapons or equipment are available to all troops – for example characters are not permitted to carry heavy weapons. These restrictions are all indicated in the Wargear list.

THE WARGEAR CARDS

Character models are allowed to carry special items of equipment in the form of Wargear cards. The number of Wargear cards a character is allowed to carry is indicated

in the entry for that character. The points value of Wargear cards is included on the cards themselves.

Wargear cards are included in the Warhammer 40,000 game, and many more can be found in the Dark Millennium supplement. Further examples are printed occasionally in White Dwarf magazine and other Warhammer 40,000 Codex books. Note that the number of Wargear cards of a particular type is deliberately intended to restrict the number of such items available in an army.

When choosing your army you cannot allocate a Wargear card more than once. This does not affect your opponent, who presumably has his own set of cards, so it is perfectly possible for individual models on opposing sides to have the same item.

Note also that some Wargear cards are restricted to certain races or troop types as indicated on the cards themselves. Other items can be used once only, and must then be discarded – such as Vortex grenades.

WARGEAR LIST

The following charts list additional wargear that may be carried by Space Marine characters or troops. Any limitations as to availability are indicated on the charts themselves. Note that some items are also available as Wargear cards – these items are available to the Space Marines much more readily than to some other armies, hence they are included as wargear which can be purchased. Such items are not Wargear cards and do not affect a character's ability to carry other equipment in the form of Wargear cards.

ARMOUR

Character models may be equipped with Terminator armoured suits instead of their usual power armour and weaponry. If you choose this option, then you may choose no further items from the Wargear lists, including further Terminator heavy or assault weapon options.

Terminator armour with storm bolter, targeter and power fist	49
Terminator armour with lightning claws	49
Terminator armour with thunder hammer and storm shield	55
Terminator armour with storm bolter, targeter and chainfist	51
Terminator armour with storm bolter, targeter and power sword	45

SPECIAL WEAPONS

Special weapons may be carried by models indicated in the lists. A model may carry only a single special weapon.

Boltgun	3
Flamer	9
Meltagun	8
Plasma gun	8

ASSAULT WEAPONS

Assault weapons may be carried by models indicated in the lists and each model may carry an unlimited number.

Chainsword	2
Power axe	7
Power fist	10
Power maul	6
Power sword	6
Bolt pistol	2
Hand flamer	7
Plasma pistol	5

TERMINATOR ASSAULT WEAPONS

Terminator assault weapons may be carried by a Terminator Space Marine as indicated in the lists. A Terminator armed with a thunder hammer and storm shield or a pair of lightning claws may have no other weapons.

Power sword (sergeants only)	free
Lightning claws (pair)	free
Chainfist	2
Thunder hammer and storm shield	6

TERMINATOR HEAVY WEAPONS

Terminator heavy weapons may be carried by a Terminator Space Marine as indicated in the lists.

A model may carry only a single heavy weapon. All of the weapons on the chart below include a targeter in the points cost.

Storm bolter and Cyclone missile launcher	59
Assault cannon	41
Heavy flamer	21

HEAVY WEAPONS

Heavy weapons may be carried by models indicated in the army lists. Note that character models may not carry a heavy weapon from this list.

A model may carry only a single heavy weapon. All of the weapons on the chart below include a targeter in the points cost.

Autocannon	25
Heavy bolter	15
Extra to include Hellfire shells for the above	+5
Lascannon	45
Missile launcher with Frag and Krak missiles	45
Extra to include Melta missiles for the above	+5
Extra to include Anti-plant missiles for the above	+5
Extra to include Plasma missiles for the above	+5
Multi-melta	65
Heavy plasma gun	40

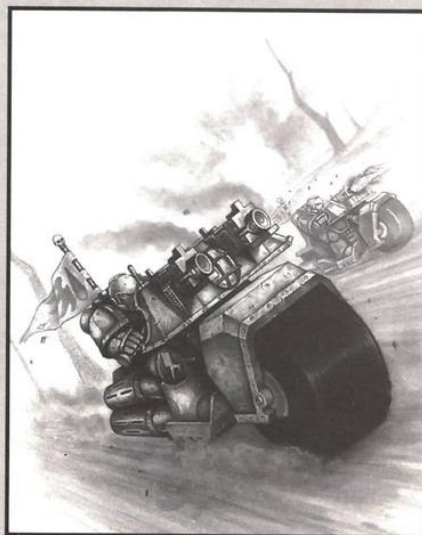
GRENADES

The following grenades may be carried by any character models as indicated in the lists. Grenades are not available to other models except where they are included as wargear within the lists themselves.

A model may carry any number of these grenade types.

A model carrying one or more of the following grenade types is assumed to have sufficient individual grenades to last for the duration of the battle.

Blind grenades	2
Frag grenades	2
Krak grenades	3
Melta bombs	5
Plasma grenades	3
Photon flash	2

**SCOUT WEAPONS**

The following weapons may be selected for Scouts as indicated in the lists. A Scout model may carry any number of these items.

Autogun	1
Boltgun	3
Chainsword	2
Needle sniper rifle	10
Shotgun	2
Sword or axe	1

DREADNOUGHT WEAPONS

Dreadnoughts may be armed with any two of the following weapons. Note that this list includes some weaponry not available on standard models, but which are given here for the benefit of converters and modellers. See the section on Dreadnoughts. All Dreadnought weapons have targeters.

Multi-melta	65
Power fist with built-in storm bolter	15
Assault cannon	45
Missile launcher with Frag and Krak missiles	45
Twin lascannons	55
Twin heavy bolters	30
Lightning claw with built-in heavy flamer	37
Heavy plasma gun	40

DARK ANGELS ARMY LIST

ARMY SELECTION

Characters	50%	Up to half of the points value of the army may be chosen from the Characters section of the army list.
Squads	25%+	At least a quarter of the points value of the army must be chosen from the Squads section of the list. You may spend more than 25% of your points on squads if you wish.
Support	50%	Up to half of the points value of the army may be chosen from the Support section of the army list.

CHARACTERS



0-1 MASTER OF THE DEATHWING 140 points

The Master of the Deathwing is the commander of the Dark Angels' elite 1st Company. He may be your army commander if you wish. You may only choose the Master of the Deathwing if one or more squads of Deathwing Space Marines are also included in the army.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Master of the Deathwing	4	7	7	5	5	3	7	3	10

WEAPONS Storm bolter and power sword.

ARMOUR Terminator armour (3+ save on 2D6).

WARGEAR The Master of the Deathwing may have up to 3 Wargear cards.

The Master of the Deathwing may be given additional equipment chosen from the Terminator Assault Weapons section of the Wargear list.

STRATEGY If the Master of the Deathwing is taken as the army commander he has a strategy rating of 5.

SPECIAL If the Master of the Deathwing is the army commander then any Dark Angels units within 12" of him may use his Leadership value when they take a Leadership test. In addition, the Master is immune to psychology as described in the Deathwing rules in the Space Marine Forces section.

0-1 MASTER OF THE RAVENWING 115 points

The Master of the Ravenwing is the captain of the Dark Angels' Ravenwing company. He may be your army commander if you wish. You may only choose the Master of the Ravenwing if one or more squads of Ravenwing Space Marines are also included in the army. Note that if the army includes any other characters that could be the army commander (the Master of the Deathwing, for example), then you must nominate which will command the army.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Master of the Ravenwing	4	7	7	5	5	3	7	3	10



- WEAPONS** Bolt pistol and Frag grenades.
- ARMOUR** Power armour (3+ save).
- WARGEAR** The Master may have up to 3 Wargear cards. The Master may be given additional equipment chosen from the Assault Weapons, Special Weapons and Grenades sections of the Wargear list. The Master may ride a bike at a cost of +20 points, or in a Ravenwing land speeder at a cost of +120 points. If riding in a land speeder then the Master is the vehicle's driver, and a normal Ravenwing crewman is the vehicle's gunner.
- STRATEGY** If the Master is taken as the army commander he has a strategy rating of 5.
- SPECIAL** If the Master is taken as the army commander then any Dark Angels units within 12" of him may use his Leadership when they take a Leadership test. Special rules apply if the Master is driving a bike or land speeder, as described under the Ravenwing rules in the Space Marine Forces section. In addition, the Master of the Ravenwing is immune to psychology as described in the Deathwing rules in the Space Marine Forces section.

0-1 DARK ANGELS MASTER 115 points

Each of the Dark Angels' companies is commanded by a Master Dark Angel from the Inner Circle of the Deathwing. The Master may be your army commander. Note that if the army includes any other characters that could be the army commander (the Master of the Deathwing, for example), then you must nominate which will command the army.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Captain	4	7	7	5	5	3	7	3	10

- WEAPONS** Bolt pistol and Frag grenades.
- ARMOUR** Power armour (3+ save).
- WARGEAR** The Master may have up to 3 Wargear cards. The Master may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list. The Master may ride a bike at a cost of +20 points.
- STRATEGY** If the Master is taken as the army commander he has a strategy rating of 5.
- SPECIAL** If the Master is taken as the army commander then any Dark Angels units within 12" of him may use his Leadership when they take a Leadership test. In addition, the Master is immune to psychology as described in the Deathwing rules in the Space Marine Forces section.

0-1 COMPANY STANDARD 55 points

The Space Marine army may include up to one Company Standard. The standard is carried by a veteran Space Marine who has been specially chosen for his skill and bravery.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Standard Bearer	4	5	5	4	4	1	5	1	9

- WEAPONS** Bolt pistol and Frag grenades.
- ARMOUR** Power armour (3+ save).
- WARGEAR** The Standard Bearer may have up to 1 Wargear card. The Standard Bearer may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list. The Standard Bearer may ride a bike at a cost of +20 points.
- SPECIAL** Any Dark Angels units that are within 12" of the Standard Bearer may re-roll the dice if they fail a Break test.

**CHAPLAINS:**

Champion	53 points
Interrogator-Chaplain	84 points
Master Chaplain	140 points

The Chaplains administer the rites of the Chapter, perform the ancient ceremonies of Initiation and Vindication, and chant the liturgies of battle as they lead their brothers into war. In the Dark Angels Chapter it is the sacred duty of the Master Chaplains to persuade any of the Fallen that are captured to repent their past crimes before they are granted the blessed oblivion of death.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chaplain									
Champion	4	5	5	4	4	1	5	1	9
Interrogator-Chaplain	4	6	6	5	5	2	6	2	9
Master Chaplain	4	7	7	5	5	3	7	3	10

WEAPONS Bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR A Chaplain has a crozius arcanum and a rosarius (4+ unmodified save). The cost of these items is included in his points value.

The Chaplain may have up to 2 Wargear cards.

The Chaplain may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Chaplain may ride a bike at a cost of +20 points.

SPECIAL Dark Angels Interrogator and Master Chaplains are immune to psychology, as described in the Space Marine Forces section.

LIBRARIANS:

Lexicanium	53 points
Codicier	97 points
Epistolary	152 points
Chief Librarian	210 points

Space Marine Librarians are trained to make use of their innate psychic powers to unleash devastating attacks on the enemy. Dark Angels Librarians guard the dungeons that are hidden deep within the Rock, and assist the Chapter's Chaplains when they interrogate any of the Fallen by using their psychic powers to probe the mind of the deluded one and weaken his mental defences.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lexicanium	4	4	4	4	5	1	5	1	8
Codicier	4	5	5	5	5	2	5	1	8
Epistolary	4	6	6	5	5	3	6	2	8
Chief Librarian	4	7	7	5	5	4	7	3	9

WEAPONS Bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR The Librarian may have Wargear cards as follows: Lexicanium, up to 1 card; Codicier, up to 2 cards; Epistolary, up to 3 cards; Chief Librarian, up to 4 cards.

The Librarian may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Librarian may ride a bike at a cost of +20 points.

SPECIAL The Librarian has a psychic level as follows: Lexicanium, psychic level 1; Codicier, psychic level 2; Epistolary, psychic level 3; Chief Librarian, psychic level 4.

Dark Angels Librarians are immune to psychology as described in the Deathwing rules in the Space Marine Forces section.

APOTHECARY 40 points

Apothecaries tend the Chapter's wounded and save the precious gene-seed of any fallen Space Marine warriors.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Apothecary	4	5	5	4	4	1	5	1	9

WEAPONS Bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR The Apothecary has a medi-pack and may also be given up to one Wargear card.

The Apothecary may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Apothecary may ride a bike at a cost of +20 points.

TECHMARINE 33 points

Techmarines are versed in the lore of engines and machines. They maintain the Chapter's vehicles and support weapons, and can repair those that are damaged in battle.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Techmarine	4	5	5	4	4	1	5	1	9

WEAPONS Bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR The Techmarine may have up to 3 Wargear cards.

The Techmarine may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Techmarine may ride a bike at a cost of +20 points.

SPECIAL The army may have a maximum of 3 Servitor models operating support weapons per Techmarine that is in the army.

VETERAN SERGEANTS +5 points

Any Space Marine Assault, Tactical, Devastator or Scout squad may replace its ordinary Sergeant with a Veteran Sergeant for an additional cost of +5 points. Veteran Sergeants are the survivors of many campaigns and bring with them a wealth of experience and battle knowledge.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Veteran Sergeant	4	5	5	4	4	1	5	1	9

WEAPONS Same as Sergeant he replaces.

ARMOUR Same as Sergeant he replaces.

WARGEAR A Veteran Sergeant may have up to 1 Wargear card.

A Veteran Sergeant may be given additional equipment chosen from the options available to the Sergeant he replaces.

SQUADS**DEATHWING SQUAD** 340 points

Every Space Marine Chapter has a small number of Terminator armoured suits: very heavy and bulky powered suits with built-in weaponry. This armour is rare and very precious, and in the Dark Angels only the Space Marines in the 1st Company of the Chapter are allowed the honour of using it.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Terminator	4	5	5	4	4	1	5	1	9

SQUAD The squad consists of 1 Deathwing Terminator Space Marine Sergeant and 4 Deathwing Terminator Space Marines.

WEAPONS Power fist and storm bolter with targeter.

ARMOUR Terminator armour (3+ save on 2D6).

WARGEAR Up to one model may replace his storm bolter with a weapon chosen from the Terminator Heavy Weapons section of the Wargear list.

Any number of models may replace their power fist with a weapon chosen from the Terminator Assault Weapons section of the Wargear list.

The entire squad may be teleported into battle but their points value is increased by 50%.

SPECIAL Deathwing Space Marines are immune to psychology as described in the Deathwing rules in the Space Marine Forces section.

ASSAULT SQUAD 300 points

Assault squads are equipped with close quarter weapons such as pistols and chainswords. They often wear jump packs which enable them to leap over difficult terrain and move faster than ordinary troops.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

SQUAD The squad consists of 1 Space Marine Sergeant and 9 Space Marines.

WEAPONS Bolt pistol, Krak and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR Any model may be equipped with weapons chosen from the Assault Weapons section of the Wargear list.

Up to two models may be equipped with weapons chosen from the Special Weapons section of the Wargear list.

The entire squad may be equipped with Blind grenades at a cost of +20 points.

The entire squad may be equipped with Melta bombs at a cost of +50 points.

The entire squad may be equipped with jump packs at a cost of +50 points. (If the squad is split into two combat squads at the start of the battle, then one or both may be equipped with jump packs at a cost of +25 points per five-man combat squad.)

**TACTICAL SQUAD** 300 points

Tactical squads are highly flexible and tactically adaptable troops. They make up the majority of squads in most Space Marine Chapters.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

SQUAD The squad consists of 1 Space Marine Sergeant and 9 Space Marines.

WEAPONS Bolter, bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR Up to one model may replace his bolter with a weapon chosen from the Heavy Weapons section of the Wargear list.

Up to one model may replace his bolter with a weapon chosen from the Special Weapons section of the Wargear list.

The Space Marine Sergeant may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.

The entire squad may be equipped with Krak grenades at a cost of +30 points.

"The enemy have been sighted. I am going to engage. In the name of the Emperor; Ravenwing - Attack!, Attack!, ATTACK!"

Grand Master Gideon of the Ravenwing leads his company on the attack.

DEVASTATOR SQUAD .. 300 points

Devastator squads are equipped with a large number of heavy weapons, which they use to burst open enemy tanks and strongpoints.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

SQUAD The squad consists of 1 Space Marine Sergeant and 9 Space Marines.

WEAPONS Bolter, bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR Up to four models may replace their bolters with a weapon chosen from the Heavy Weapons section of the Wargear list.

The Space Marine Sergeant may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.

**SCOUT SQUAD** 100 points

Scouts are more lightly equipped than other Space Marines. They are trained to clear the way for the Space Marines, secure vital strongpoints, and scout the enemy's firepower.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Sergeant	4	4	4	4	4	1	4	1	8
Scouts	4	4	3	4	3	1	4	1	7

SQUAD The squad consists of 1 Space Marine Sergeant and 4 Space Marine Scouts.

WEAPONS Bolt pistol and Frag grenades.

ARMOUR Scout armour (4+ save).

WARGEAR Any model may be equipped with a weapon chosen from the Scout Weapons section of the Wargear list.

Up to one model may be equipped with a weapon chosen from either the Special Weapons or the Heavy Weapons section of the Wargear list.

The Space Marine Sergeant may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.

The entire squad may be equipped with Krak grenades at a cost of +15 points.

RAVENWING LAND SPEEDER SQUADRON 195 points per model

Land speeders of the Ravenwing are fitted with a special weapon fit with a slightly longer range than the weapons fitted on the standard Space Marine land speeder. This allows the Ravenwing to stand off and fire at the enemy while its bike and attack bike squadrons press home the attack.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ravenwing Space Marine	4	4	4	4	4	1	4	1	8

SQUAD The squadron consists of 1 to 3 Ravenwing land speeders.

WEAPONS Each land speeder is fitted with an assault cannon and a heavy bolter. Both weapons are equipped with a targeter. Each Space Marine crew is armed with a bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

SPECIAL Special rules apply when the Ravenwing shoot at or are shot at by enemy models. See the Space Marine Forces section of the rules for full details.

RAVENWING BIKE SQUADRON 55 points per model

The Dark Angels Chapter includes a specially equipped mobile company called the Ravenwing which gives the Dark Angels the option to field a large mobile formation.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ravenwing Space Marine	4	4	4	4	4	1	4	1	8

SQUAD The squadron consists of 3 to 5 Ravenwing Space Marines riding Space Marine bikes.

WEAPONS Each bike is fitted with twin-linked bolters with a targeter. Each Space Marine rider is armed with a bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR Any model may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.

Up to two models may be equipped with a weapon chosen from the Special Weapons section of the Wargear list.

The entire squadron may be equipped with Blind grenades at a cost of +2 points per model.

The entire squadron can be equipped with Krak grenades at a cost of +3 points per model.

SPECIAL Special rules apply when the Ravenwing shoot at or are shot at by enemy models. See the Space Marine Forces section of the rules for full details.



RAVENWING ATTACK BIKE SQUADRON 120 points per model

Some of the squadrons in the Ravenwing are equipped with attack bikes to provide supporting fire for the company's lightly armed bike squadrons.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ravenwing Space Marine	4	4	4	4	4	1	4	1	8

SQUAD The squadron consists of 1 to 3 Ravenwing attack bikes.

WEAPONS Each attack bike is armed with twin-linked bolters and a multi-melta. Both weapons are equipped with a targeter. Each Space Marine rider is armed with a bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR Any model may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.

SPECIAL Special rules apply when the Ravenwing shoot at or are shot at by enemy models. See the Space Marine Forces section of the rules for full details.

SUPPORT

ALLIES

A Dark Angels army may be accompanied by allied troops chosen from the following Warhammer 40,000 lists. See the Warhammer 40,000 Codex for each individual army for details.

Any Space Marine lists, Imperial Guard, Imperial Agents.

Note: The Dark Angels refuse to fight alongside non-humans except under the most dire of circumstances, and so may not ally with Squats or Eldar in the same way as other, rather less zealous, Space Marine Chapters.

Although the Dark Angels and the Space Wolves Chapters have a long-standing feud, this does not stop them from allying together to battle against the Imperium's enemies.



TARANTULA 20 points + weapons

The Dark Angels army must include at least one Techmarine in order to have Tarantulas. The Tarantula is a semi-automated point defence weapon commonly used to protect installations or provide a first line of defence for fortifications. It can be equipped with a variety of weapons.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

CREW The Tarantula has a crew of 1 Servitor.

WEAPONS The weapons fitted to the Tarantula are chosen from the list below, and come fitted with a targeter. The Servitor has no additional weapons, but is allowed to fight in hand-to-hand combat normally.

ARMOUR The Servitor has an armoured body (5+ save).

OPTIONS The Tarantula may be armed with a pair of weapons of the same kind chosen from the list below at the cost indicated.

Weapon	Points cost
Twin-linked lascannon	+55
Multi-melta (Nb. Counts as 1 multi-melta NOT 2)	+65
Twin-linked missile launchers with Super-krak missiles	+55
Twin-linked autocannon	+50
Twin-linked heavy bolters	+30

SPACE MARINE

DREADNOUGHT 115 points + weapons

The Dark Angels army must include at least one Techmarine in order to have any Dreadnoughts.

Troop Type	M	WS	BS	S	I	A	Ld
Dreadnought	6	6	6	7	5	3	10

WEAPONS A Dreadnought may carry any two of the weapons, or weapons combinations, indicated in the Dreadnought Weapons section of the Wargear list at the points cost given.

OPTIONS The Dreadnought may be fitted with auto-launchers carrying Frag or Blind grenades at a cost of +5 points.

RAPIER LASER

DESTROYER 65 points

The Dark Angels army must include at least one Techmarine in order to have any Rapier laser destroyers.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

CREW The Rapier laser destroyer has a crew of 1 Servitor.

WEAPONS Rapier laser destroyer with targeter. The Servitor has no additional weapons, but is allowed to fight in hand-to-hand combat normally.

ARMOUR The Servitor has an armoured body (5+ save).

SPACE MARINE

WHIRLWIND 150 points

The Dark Angels army must include at least one Techmarine in order to have any Whirlwinds. The Whirlwind is a variant of the Rhino made by attaching a multiple missile launcher to its roof. The interior carries missiles and guidance equipment. The Whirlwind is used to provide medium range supporting fire.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

CREW One Space Marine driver and one Space Marine gunner.

WEAPONS One multiple missile launcher. In addition, the crew are armed with bolt pistols.

ARMOUR All crew wear power armour (3+ save).

OPTIONS The Whirlwind may be fitted with auto-launchers with Frag or Blind grenades at an additional cost of +5 points.

SPACE MARINE LAND RAIDER 220 points

Land Raiders are large multi-role combat vehicles capable of carrying a squad of 10 Space Marines or 5 Terminators. The Space Marine army must include at least one Techmarine in order to have any Land Raiders.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- CREW** One Space Marine driver and two Space Marine gunners.
- WEAPONS** Twin-linked lascannon in each side mount and twin-linked heavy bolters in the pintel mount. All these weapons have targeters. In addition the crew are armed with bolt pistols.
- ARMOUR** All crew wear power armour (3+ save).
- TRANSPORT** The Land Raider is designed to carry a full squad of 10 Space Marines or 5 Terminators.
- OPTIONS** The Land Raider may be fitted with auto-launchers with Frag or Blind grenades at an additional cost of +5 points.

SPACE MARINE PREDATOR 90 points

The Dark Angels army must include at least one Techmarine in order to have any Predators. The Predator is another common variant of the Rhino design. It includes extra armour and an enclosed armoured turret. This converts the Rhino into a dedicated fighting vehicle no longer capable of carrying crew. Predators are often equipped with side sponsons in addition.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- CREW** One Space Marine driver and one Space Marine gunner for each weapon system (3 with side sponsons attached).
- WEAPONS** One autocannon mounted in the turret including targeter. In addition the crew are armed with bolt pistols.
- ARMOUR** All crew wear power armour (3+ save).
- OPTIONS** The Predator may be fitted with twin side sponsons (one each side). Each sponson carries one of the following: lascannon at +45 points, heavy bolter at +15 points or heavy flamer at +25 points.
- The Predator may be fitted with auto-launchers with Frag or Blind grenades at an additional cost of +5 points.
- The Predator may replace its standard turret armament of a single autocannon for twin-linked lascannons at an additional cost of +30 points.

SPACE MARINE RHINO 50 points

The Dark Angels army must include at least one Techmarine in order to have any Rhinos. The Rhino is the ubiquitous Space Marine vehicle turned out in vast numbers in Chapter armouries throughout the galaxy. It is also the basis for many variants and field conversions.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- CREW** One Space Marine driver.
- WEAPONS** Twin-linked bolters with targeter. In addition, the driver is armed with a bolt pistol.
- ARMOUR** The driver wears power armour (3+ save).
- TRANSPORT** The Rhino is designed to carry a full squad of 10 Space Marines.
- OPTIONS** The Rhino may be fitted with auto-launchers with Frag or Blind grenades at an additional cost of +5 points.



SPACE MARINE RAZORBACK 150 points

The Dark Angels army must include at least one Techmarine in order to have any Razorbacks. The Razorback is a Rhino whose crew compartment has been partially replaced by a turret and gunner.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- CREW** One Space Marine driver and one Space Marine gunner.
- WEAPONS** One lascannon and twin plasma guns linked in a turret mount with a targeter. In addition the crew are armed with bolt pistols.
- ARMOUR** Both crew wear power armour (3+ save).
- TRANSPORT** The Razorback can carry a combat squad of 5 Space Marines.
- OPTIONS** The Razorback may be fitted with auto-launchers with Frag or Blind grenades at an additional cost of +5 points.

DARK ANGELS SPECIAL CHARACTERS

COMMANDER AZRAEL, SUPREME GRAND MASTER OF THE DARK ANGELS, KEEPER OF THE TRUTH 140 points + Wargear cards

Any Dark Angels army may include Commander Azrael. If you decide to take him in your army then he must be the army commander.

Commander Azrael is the present Supreme Grand Master of the Dark Angels. He carries the honorific title of Keeper of the Truth as he is the only member of the Chapter who is allowed to enter the deepest levels of the dungeons on the Rock.

Each Supreme Grand Master secretly chooses his successor from the members of the Inner Circle. When the old incumbent dies, his choice is ceremonially presented with the Lion Helm and the Sword of Secrets, both of which are potent icons for the Dark Angels.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Azrael	4	7	7	5	5	4	8	4	10

WEAPONS Azrael is armed with the Sword of Secrets and a combi-weapon incorporating a bolter and plasma gun. He also carries a bolt pistol, Frag and Krak grenades.

ARMOUR Commander Azrael wears power armour that confers a 3+ armour save. In addition he is protected by the Lion Helm.

WARGEAR As a Mighty Hero Azrael may have up to 3 Wargear cards. These will always be the Sword of Secrets, the Lion Helm and his combi-weapon.

STRATEGY Commander Azrael is a wise and highly experienced commander, and has a strategy rating of 6.

SPECIAL RULES

SPACE MARINES: The usual Break Test and Rapid Fire special rules apply.

DEATHWING: Commander Azrael is a member of the Deathwing and is therefore immune to psychology.

HELMET BEARER: The Lion Helm is carried by a Helmet Bearer, one of the strange creatures known as the Watchers in the Dark. Whenever Azrael moves simply place the Helmet Bearer within 2" of his final location, even if Azrael was teleported or moved by some other extraordinary means. The Watcher has a powerful and unique psychic talent that protects it from all forms of attack, so it can never be harmed in any way or under any circumstances. However it is not allowed to attack in any way either. If Azrael is killed or removed from the battle then the Helmet Bearer is removed too, but it will reappear if Azrael later reappears.

THE LION HELM

25 points

The Lion Helm is a protective device that was said to have been worn by Lion El'Jonson himself. It takes the form of a winged Space Marine helmet. Incorporated into the helmet is a protective device that generates a protective force bubble.

The Lion Helm creates a dome of energy with a radius of 3" around the helmet. Models within the force bubble receive a 4+ unmodified save against any attacks that originate from outside the bubble. This save applies to all attacks, including psychic attacks. Note that the save does not apply if the attacker is within the force bubble too.

Models may *not* use any personal fields within the energy bubble, even against opponents also within the field, because you may not use more than one field at the same time.

DARK ANGELS
SUPREME GRAND MASTER ONLY

THE SWORD OF SECRETS 10 points

The Sword of Secrets was created after Jonson had disappeared, but is no less potent a weapon for that. It was cut from a single block of jet black obsidian. The blade is so incredibly well-crafted that it has not chipped or lost its razor sharp edge over the millennia. It is also the only device which allows access to the deepest dungeon on the Rock, as the dark cell in which the arch-heretic Luthor is imprisoned can only be entered by first placing the blade of the Sword of Secrets in a cleft in the rock wall by the huge iron entry way.

The Sword of Secrets is a potent close combat weapon and has the following characteristics:

Str	Dam	Save	AP	Special
6	1	-4	D6+D12+6	Parry

DARK ANGELS
SUPREME GRAND MASTER ONLY

COMBI-WEAPON

10 points

A combi-weapon is a combination of two basic weapons, in this case a bolter and a plasma gun.

Each shooting phase you can either fire just one barrel of the combi-weapon as per the normal rules, or fire both barrels at the same target with a -1 to hit modifier on both shots.



EZEKIEL, GRAND MASTER OF LIBRARIANS, KEEPER OF THE BOOK OF SALVATION, HOLDER OF THE KEYS

210 points + Wargear cards



Any Dark Angels army may include Ezekiel as a Chief Librarian.

Ezekiel is the present Grand Master of Librarians in the Dark Angels Chapter. He lost his left eye many years ago at the battle for Sularian Gate against the hordes of Waa Groblonik. The injury was hastily repaired with a simple bionic eye, and this allowed Ezekiel to return to the fray just in time to lead a counter-attack which finally broke Groblonik's army. Ezekiel

has refused to have the bionic eye that was fitted then replaced with a more sophisticated and less noticeable implant, as a mark of respect for his comrades that fell during the battle.

Ezekiel has the title of Holder of the Keys in recognition of the vital role of the Dark Angels Librarians in guarding the dungeons that lie in the Rock. He is also the Keeper of the Book of Salvation, which lists the names of all of the Fallen Dark Angels that have been recaptured by the Chapter. This book is of deep cultural significance to the Dark Angels, and it will only leave Ezekiel's side on his death, when it will be passed on to the next Grand Master of Librarians.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ezekiel	4	7	7	5	5	4	7	3	9

WEAPONS Ezekiel is armed with a force sword. He also carries a bolt pistol, Frag and Krak grenades.

ARMOUR Ezekiel wears power armour that confers a 3+ armour save.

WARGEAR As a Chief Librarian Ezekiel may have up to 4 Wargear cards. These will always be his force sword, psychic hood, bionic eye and the Book of Salvation.

PSYCHIC MASTERY Ezekiel is a Chief Librarian and has a psychic mastery level of 4.

SPECIAL RULES

SPACE MARINES: The usual Break Test and Rapid Fire special rules apply.

DEATHWING: Ezekiel is a member of the Deathwing and is therefore immune to psychology.

FORCE SWORD

10 points

Phased crystalline patterns along the force sword's blade coil iridescent psychic energy around it like a snake. At the end of the psychic phase one unused Force card may be stored in the force sword instead of being placed on the Warp cards discard pile. The stored Force card may be retrieved from the weapon and used in subsequent psychic phases. In hand-to-hand combat the force sword increases the wielder's Strength characteristic by a number equal to his mastery level and wounds daemons automatically with no saving throw possible. The wielder may also expend the stored Force card to gain an extra +2 Strength and -2 armour save in hand-to-hand combat. The force sword can be used to parry.

PSYKERS ONLY

THE BOOK OF SALVATION

free

The Book of Salvation lists the names of all of the Fallen that have been captured by the Dark Angels during their great crusade. It is of deep cultural significance to the Dark Angels and they will never willingly let it fall into enemy hands.

If Ezekiel is slain, then do not remove his body. Simply place it on its side and leave it on the table top. The first Dark Angel to reach the body will retrieve the book instead of attacking that turn. Until the book has been picked up all Dark Angels are immune to psychology, will never break, and may add +1 to their Weapon Skill. However, if the Dark Angels have failed to retrieve the book by the end of the game then they lose 10 victory points.

DARK ANGELS
GRAND MASTER LIBRARIANS ONLY

PSYCHIC HOOD

25 points

A psychic hood is in fact a web of fine wires and crystals set into a helmet or worn over the head. The effect of the psychic hood is to amplify a psyker's ability to disrupt manipulations of the warp by another psyker, making it easier to nullify psychic powers.

A psyker wearing a psychic hood is allowed to re-roll the dice throw when he attempts to nullify psychic powers.

PSYKERS ONLY

BIONIC EYE

5 points

A bionic eye is a technological replacement for an eye lost through injury or disease. In many ways it is superior to the original, giving sharper vision and an expanded range of visible light spectrums, so the subject can see in the dark, detect radiation, and so on.

A model equipped with a bionic eye gains +1 to hit with all shooting, and can detect hidden troops and energy emissions from vehicles, psykers, etc. within 24".

BROTHER BETHOR, BEARER OF THE SACRED STANDARD

35 points + Wargear cards

Any Dark Angels army may include Brother Bethor as its Battle Standard Bearer.

The Dark Angels have three ancient standards which date back to the time of the Great Crusade. It is the custom for only one to be used at any time, the remaining two standards being kept in the Great Hall on the Rock. Brother Bethor is the present Bearer of the Sacred Standard. He was chosen for this sacred duty following his quite exceptional bravery during the Cleansing of Durganion XIII, where he single-handedly recaptured the 3rd Company's Battle Standard after it had been captured by a Genestealer brood.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Bethor	4	5	5	4	4	1	5	1	9

WEAPONS Bethor carries a bolt pistol, Frag and Krak grenades.

ARMOUR Bethor wears power armour that confers a 3+ armour save.

WARGEAR As a Champion Bethor may carry 1 item of wargear which will always be one of the Dark Angels sacred standards.

THE STANDARD OF RETRIBUTION

25 points

The Standard of Retribution serves to remind the Dark Angels that the enemies of the Emperor can never be forgiven. It inspires them to carry on fighting under any circumstances, smiting their foes with righteous fury.

Any Dark Angel within 6" of the standard will always inflict at least 1 hit in hand-to-hand combat, even if they lose or draw against an opponent. Note that under these circumstances the opposing model will also score 1 or more hits, which may result in both models being killed.

MAY ONLY BE CARRIED BY THE BEARER
OF THE SACRED STANDARD

SPECIAL RULES

SPACE MARINES: The usual Break Test and Rapid Fire special rules apply.

DEATHWING: Bethor has been inducted into the Deathwing and is therefore immune to psychology and will never break.

BATTLE STANDARD: Any Dark Angel within 12" of Bethor may re-roll the dice if they fail a Break test. In addition Bethor may choose to carry any one of the sacred standards described below.

THE STANDARD OF FORTITUDE

50 points

This standard celebrates the unstoppable courage and tenacity of the Chapter. It will inspire any Dark Angels nearby to attack the enemy with grim determination, advancing steadily while unleashing a hail of fire at the enemy.

Any Dark Angels within 6" of the standard are allowed to move up to 4" and rapid fire in the same turn.

MAY ONLY BE CARRIED BY THE BEARER
OF THE SACRED STANDARD

THE STANDARD OF DEVASTATION

50 points

The Standard of Devastation reminds the Dark Angels that they must meet any attack with devastating retaliation.

Any Dark Angel within 6" of the standard is allowed to shoot if they are charged by the enemy, just as if the model had been in overwatch.

MAY ONLY BE CARRIED BY THE BEARER
OF THE SACRED STANDARD

SAPPHON, GRAND MASTER OF CHAPLAINS, FINDER OF SECRETS

160 points + Wargear cards

Any Dark Angels army may include Sapphon as a Master Chaplain.

Sapphon is the present Grand Master of Chaplains in the Dark Angels Chapter. He received the position of Grand Master neither due to age nor for his ability as an Interrogator (Asmodai is his superior in both these things), but because of his ability as an inspirational leader of men. It is said that if Sapphon is amongst the Dark Angels taking part in a battle even these brave and indomitable warriors will be inspired by his presence to carry out feats of quite extraordinary valour.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Sapphon	4	7	7	5	5	3	7	3	10

WEAPONS Sapphon is armed with a crozius arcanum and a power sword. He also carries a bolt pistol, Frag and Krak grenades.

ARMOUR Sapphon wears power armour that confers a 3+ armour save. In addition, as he is a Chaplain, he has a rosarius which includes a conversion field.

WARGEAR As a Mighty Hero Sapphon may carry 3 items of wargear which may be chosen in the normal manner.

SPECIAL RULES

SPACE MARINES: The usual Break Test and Rapid Fire special rules apply.

DEATHWING: Sapphon is a Master Chaplain and is therefore immune to psychology. In addition, he will never break.

LEADERSHIP: Chaplains command great respect and awe, and none more so than Sapphon. Any Dark Angels within 8" of Sapphon may re-roll any failed Leadership-based test once. This gives them a second chance to pass a Break test or psychology test, for example. In addition, any unit that is led personally by Sapphon becomes immune to psychology and will never break.

ASMODAI, INTERROGATOR CHAPLAIN

84 points + Wargear cards

Any Dark Angels army may include Asmodai as an Interrogator-Chaplain.

Asmodai is the oldest and most successful Interrogator-Chaplain in the Dark Angels at the present time. He is totally single-minded in his determination to force any of the Fallen that come into his hands to repent.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Asmodai	4	6	6	5	5	2	6	2	9

WEAPONS Asmodai is armed with a crozius arcanum. He also carries a bolt pistol, Frag and Krak grenades.

ARMOUR: Asmodai wears power armour that confers a 3+ armour save. In addition, as he is a Chaplain, he has a rosarius which includes a conversion field.

WARGEAR As a Hero Asmodai may carry 2 items of wargear. One of these will always be the Blades of Reason. The other may be chosen in the normal manner.

Asmodai may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

SPECIAL RULES

SPACE MARINES: The usual Break Test and Rapid Fire special rules apply.

DEATHWING: Asmodai is an Interrogator-Chaplain and is therefore immune to psychology.

LEADERSHIP: Chaplains command great respect and awe and so any Dark Angels within 8" of Asmodai may re-roll any failed Leadership-based test once. This gives them a second chance to pass a Break test or psychology test, for example.

THE BLADES OF REASON 25 points

The Blades of Reason is an ancient and horrific device that looks like a knife with many sharply-honed and polished blades. Etched into the blades are numerous extremely fine neural-wires which inflict agonising pain on any nerve fibres they cut through.

Although not primarily designed for combat the Blades of Reason can be used in this way. Any living opponent who suffers even a single wound from the Blades is incapacitated and should be removed as a casualty, even if they have 1 or more wounds remaining.

Str	Dam	Save Mod.	AP	Special
5	1	-2	D6+3	See above

INTERROGATOR-CHAPLAINS & MASTER CHAPLAINS ONLY

BLOOD ANGELS ARMY LIST

ARMY SELECTION

Characters	50%	Up to half of the points value of the army may be chosen from the Characters section of the army list.
Squads	25%+	At least a quarter of the points value of the army must be chosen from the Squads section of the list. You may spend more than 25% of your points on squads if you wish.
Support	50%	Up to half of the points value of the army may be chosen from the Support section of the army list.



CHARACTERS

0-1 TERMINATOR CAPTAIN 125 points

The Terminator Captain is the captain of the Chapter's veteran First Company. The Terminator Captain may be your army commander if you wish. Remember that your army must include at least one model capable of leading it. You may only choose a Terminator Captain if one or more squads of Terminator Space Marines are also included in the army.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Terminator Captain	4	7	7	5	5	3	7	3	10

WEAPONS	Storm bolter and power sword.
ARMOUR	Terminator armour (3+ save on 2D6).
WARGEAR	The Terminator Captain may have up to 3 Wargear cards. The Terminator Captain may be given additional equipment chosen from the Terminator Assault Weapons section of the Wargear list.
STRATEGY	If the Terminator Captain is taken as the army commander he has a strategy rating of 5.
SPECIAL	If the Terminator Captain is the army commander then any Space Marine units within 12" of him may use his Leadership value when they take a Leadership test.

0-1 SPACE MARINE CAPTAIN 96 points

The Space Marine Captain is the captain of one of the Chapter's companies. The Space Marine Captain may be your army commander. Note that the army may include both a Terminator Captain and a Space Marine Captain, in which case you must nominate which will command the army.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Captain	4	7	7	5	5	3	7	3	10

WEAPONS	Bolt pistol and Frag grenades.
ARMOUR	Power armour (3+ save).
WARGEAR	The Captain may have up to 3 Wargear cards. The Captain may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list. The Captain may ride a bike at a cost of +20 points.
STRATEGY	If the Captain is taken as the army commander he has a strategy rating of 5.
SPECIAL	If the Captain is taken as the army commander then any Space Marine units within 12" of him may use his Leadership value when they take a Leadership test.

BLOOD ANGELS ARMY LIST

0-1 COMPANY STANDARD 55 points

The Blood Angels army may include up to one Company Standard. The standard is carried by a veteran Space Marine who has been specially chosen for his skill and bravery.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Standard Bearer	4	5	5	4	4	1	5	1	9

WEAPONS Bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR The Standard Bearer may have up to 1 Wargear card.

The Standard Bearer may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Standard Bearer may ride a bike at a cost of +20 points.

SPECIAL Any Blood Angels units that are within 12" of the Standard Bearer may re-roll the dice if they fail a Break test.

CHAPLAINS

Champion 53 points

Hero 84 points

Mighty Hero 125 points

The Chaplains administer the rites of the Chapter, perform the ancient ceremonies of Initiation and Vindication, and chant the liturgies of battle as they lead their brothers into war.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chaplain	4	5	5	4	4	1	5	1	9
Chaplain Champion	4	5	5	4	4	1	5	1	9
Chaplain Hero	4	6	6	5	5	2	6	2	9
Mighty Hero	4	7	7	5	5	3	7	3	10

WEAPONS Bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR A Chaplain has a crozius arcanum and a rosarius (4+ unmodified save). The cost of these items is included in his points value.

The Chaplain may have up to 2 Wargear cards.

The Chaplain may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Chaplain may ride a bike at a cost of +20 points.



LIBRARIAN

Lexicanium 53 points

Codicier 97 points

Epistolary 152 points

Chief Librarian 196 points

Space Marine Librarians are trained to make use of their psychic powers to unleash devastating attacks on the enemy.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lexicanium	4	4	4	4	5	1	5	1	8
Codicier	4	5	5	5	5	2	5	1	8
Epistolary	4	6	6	5	5	3	6	2	8
Chief Librarian	4	7	7	5	5	4	7	3	9

WEAPONS Bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR The Librarian may have Wargear cards as follows: Lexicanium, up to 1 card; Codicier, up to 2 cards; Epistolary, up to 3 cards; Chief Librarian, up to 4 cards.

The Librarian may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Librarian may ride a bike at a cost of +20 points.

SPECIAL The Librarian has a psychic level as follows: Lexicanium, psychic level 1; Codicier, psychic level 2; Epistolary, psychic level 3; Chief Librarian, psychic level 4.

APOTHECARY 40 points

Apothecaries tend the Chapter's wounded and save the precious gene-seed of any fallen Space Marine warriors.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Apothecary	4	5	5	4	4	1	5	1	9

WEAPONS Bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR The Apothecary has a medi-pack and may also be given up to one Wargear card.

The Apothecary may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Apothecary may ride a bike at a cost of +20 points.

TECHMARINE 33 points

Techmarines are versed in the lore of engines and machines. They maintain the Chapter's vehicles and support weapons, and can repair any that are damaged in battle.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Techmarine	4	5	5	4	4	1	5	1	9

WEAPONS Bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR The Techmarine may have up to 3 Wargear cards.

The Techmarine may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Techmarine may ride a bike at a cost of +20 points.

SPECIAL The army may have a maximum of 3 Servitor models operating support weapons per Techmarine that is in the army.

**VETERAN SERGEANTS** +5 points

Any Space Marine Assault, Tactical, Devastator or Scout squad may replace its ordinary Sergeant with a Veteran Sergeant for an additional cost of +5 points. Veteran Sergeants are the survivors of many campaigns and bring with them a wealth of experience and battle knowledge.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Veteran Sergeant	4	5	5	4	4	1	5	1	9

WEAPONS Same as Sergeant he replaces.

ARMOUR Same as Sergeant he replaces.

WARGEAR A Veteran Sergeant may have up to 1 Wargear card.

A Veteran Sergeant may be given additional equipment chosen from the options available to the Sergeant he replaces.

SQUADS

0-1 DEATH COMPANY

..... 35 points per model

If your army includes a Blood Angels Chaplain it may also include the Death Company. An army can only ever include one Death Company. The Death Company must be led by a Chaplain bought at additional cost from the Characters section above.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Death Company	4	5	4	4	4	1+1	4	1	10

SQUAD

The Death Company must consist of at least five models in addition to the Chaplain, but can be larger if you wish. There is no formal unit size or maximum size for the Death Company.

WEAPONS

Bolt pistol.

ARMOUR

Power armour (3+ save).

WARGEAR

Any model may be equipped with weapons chosen from the Assault Weapons section of the Wargear list.

Any model may be equipped with a boltgun at a cost of +3 points per model.

The entire Death Company may be equipped with Frag grenades at a cost of +2 points per model.

The entire Death Company may be equipped with Krak grenades at a cost of +3 points per model.

The entire Death Company may be equipped with Melta bombs at a cost of +5 points per model.

The entire squad may be equipped with jump packs at a cost of +50 points.

Note that it is not necessary for the Death Company to be armed identically, each Space Marine may be armed as you wish. The only exception to this is grenades – if the Death Company carries grenades these must be all the same type.

SPECIAL

The Death Company may vary in size from a minimum of five models to as large as you like. However, regardless of its size it always fights as a single unit whilst it is led by a Blood Angels Chaplain. If not led by a Blood Angels Chaplain it ceases to fight as a unit at all and models are moved randomly as described in the Death Company rules in the Space Marine Forces section above.



TERMINATOR SQUAD

..... 315 points

Every Space Marine Chapter has a small number of Terminator armoured suits: very heavy and bulky powered suits with built-in weaponry. This armour is rare and very precious, and only the Space Marines in the First Company of the Chapter are allowed the honour of using it.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Terminator	4	5	5	4	4	1	5	1	9

SQUAD

The squad consists of 1 Terminator Space Marine Sergeant and 4 Terminator Space Marines.

WEAPONS

Power fist and storm bolter with targeter.

ARMOUR

Terminator armour (3+ save on 2D6).

WARGEAR

Up to one model may replace his storm bolter with a weapon chosen from the Terminator Heavy Weapons section of the Wargear list.

Any number of models may replace their power fist with a weapon chosen from the Terminator Assault Weapons section of the Wargear list.

The entire squad may be teleported into battle but their points value is increased by 50%.

VETERAN SPACE MARINE ASSAULT SQUAD 330 points

The Space Marines of the veteran First Company are the most experienced Space Marines in the entire Chapter. Blood Angels Veteran Space Marine squads are equipped and fight as assault troops.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Veteran Space Marine	4	5	5	4	4	1	5	1	9

- SQUAD** The squad consists of 1 Veteran Space Marine Sergeant and 9 Veteran Space Marines.
- WEAPONS** Bolt pistol, Krak and Frag grenades.
- ARMOUR** Power armour (3+ save).
- WARGEAR** Any model may be equipped with weapons chosen from the Assault Weapons section of the Wargear list.
- Up to two models may be equipped with a weapon chosen from the Special Weapons section of the Wargear list.
- The Sergeant may have up to 1 Wargear card.
- The entire squad may be equipped with Blind grenades at a cost of +20 points.
- The entire squad may be equipped with Melta bombs at a cost of +50 points.
- The entire squad may be equipped with jump packs at a cost of +50 points. (If the squad is split into two combat squads at the start of the battle, then one or both may be equipped with jump packs at a cost of +25 points per five-man combat squad.)



ASSAULT SQUAD 300 points

Assault squads are equipped with close quarter weapons such as pistols and chainswords. They often wear jump packs which enable them to leap over difficult terrain and move faster than ordinary troops.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- SQUAD** The squad consists of 1 Space Marine Sergeant and 9 Space Marines.
- WEAPONS** Bolt pistol, Krak and Frag grenades.
- ARMOUR** Power armour (3+ save).
- WARGEAR** Any model may be equipped with weapons chosen from the Assault Weapons section of the Wargear list.
- Up to two models may be equipped with a weapon chosen from the Special Weapons section of the Wargear list.
- The entire squad may be equipped with Blind grenades at a cost of +20 points.
- The entire squad may be equipped with Melta bombs at a cost of +50 points.
- The entire squad may be equipped with jump packs at a cost of +50 points. (If the squad is split into two combat squads at the start of the battle, then one or both may be equipped with jump packs at a cost of +25 points per five-man combat squad.)

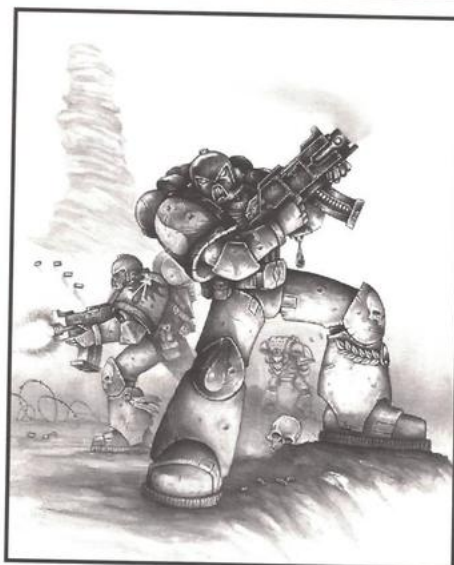
DEVASTATOR SQUAD 300 points

Devastator squads are equipped with a large number of heavy weapons, which they use to burst open enemy tanks and strongpoints.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- SQUAD** The squad consists of 1 Space Marine Sergeant and 9 Space Marines.
- WEAPONS** Bolter, bolt pistol and Frag grenades.
- ARMOUR** Power armour (3+ save).
- WARGEAR** Up to four models may replace their bolters with a weapon chosen from the Heavy Weapons section of the Wargear list.
- The Space Marine Sergeant may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.

BLOOD ANGELS ARMY LIST



SCOUT SQUAD 100 points

Scouts are more lightly equipped than other Space Marines. They are trained to clear the way for the Space Marines, secure vital strongpoints, and scout the enemy's firepower.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Sergeant	4	4	4	4	4	1	4	1	8
Scouts	4	4	3	4	3	1	4	1	7

- SQUAD** The squad consists of 1 Space Marine Sergeant and 4 Space Marine Scouts.
- WEAPONS** Bolt pistol and Frag grenades.
- ARMOUR** Scout armour (4+ save).
- WARGEAR** Any model may be equipped with a weapon chosen from the Scout Weapons section of the Wargear list.
- Up to one model may be equipped with a weapon chosen from either the Special Weapons or the Heavy Weapons sections of the Wargear list.
- The Space Marine Sergeant may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.
- The entire squad may be equipped with Krak grenades at a cost of +15 points.



TACTICAL SQUAD 300 points

Tactical squads are highly flexible and tactically adaptable troops. They make up the majority of squads in most Space Marine Chapters.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- SQUAD** The squad consists of 1 Space Marine Sergeant and 9 Space Marines.
- WEAPONS** Bolter, bolt pistol and Frag grenades.
- ARMOUR** Power armour (3+ save).
- WARGEAR** Up to one model may replace his bolter with a weapon chosen from the Heavy Weapons section of the Wargear list.
- Up to one model may replace his bolter with a weapon chosen from the Special Weapons section of the Wargear list.
- The Space Marine Sergeant may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.
- The entire squad may be equipped with Krak grenades at a cost of +30 points.

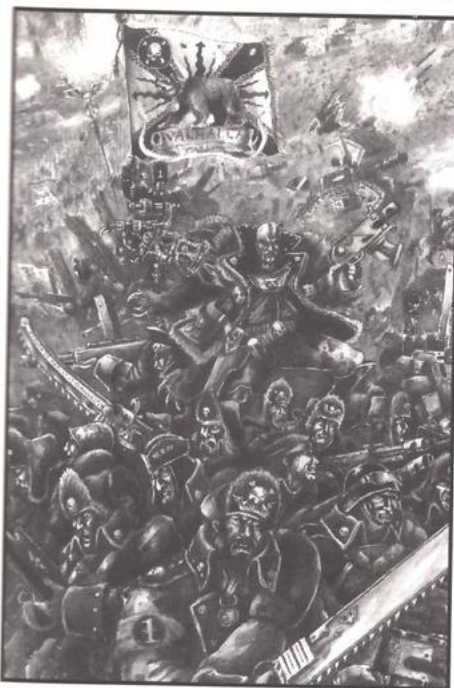
BIKE SQUADRON 47 points per model

Well armed and highly mobile, Space Marine bike squadrons make excellent reconnaissance troops and are used to seize forward positions before the enemy can reach them.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- SQUAD** The squadron consists of 3 to 5 Space Marines riding Space Marine bikes.
- WEAPONS** Each bike is fitted with twin-linked bolters with a targeter. Each Space Marine rider is armed with a bolt pistol and Frag grenades.
- ARMOUR** Power armour (3+ save).
- WARGEAR** Any model may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.
- Up to two models may be equipped with a weapon chosen from the Special Weapons section of the Wargear list.
- The entire squadron may be equipped with Blind grenades at a cost of +2 points per model.
- The entire squadron can be equipped with Krak grenades at a cost of +3 points per model.
- SUPPORT** In addition to the 3-5 normal bikes the squadron may include up to 1 Space Marine attack bike at a cost of 110 points.

SUPPORT



The Imperial Guard

ALLIES

A Blood Angels army may be accompanied by allied troops chosen from the following Warhammer 40,000 lists. See the Warhammer 40,000 Codex for each individual army for details.

Any Space Marine lists, Imperial Guard, Imperial Agents, Squats and Eldar.

SPACE MARINE DREADNOUGHT

115 points
+ weapons

The Blood Angels army must include at least one Techmarine in order to have any Dreadnoughts.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Dreadnought	6	6	6	7	5	3	10		

WEAPONS A Dreadnought may carry any two of the weapons, or weapon combinations, indicated in the Dreadnought Weapons section of the Wargear list at the points cost given.

OPTIONS The Dreadnought may be fitted with auto-launchers carrying Frag or Blind grenades at a cost of +5 points.

TARANTULA 20 points + weapons

The Blood Angels army must include at least one Techmarine in order to have Tarantulas. The Tarantula is a semi-automated point defence weapon commonly used to protect installations or provide a first line of defence for fortifications. It can be equipped with a variety of weapons.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

CREW The Tarantula has a crew of 1 Servitor.

WEAPONS The weapons fitted to the Tarantula are chosen from the list below, and come fitted with a targeter. The Servitor has no additional weapons, but is allowed to fight in hand-to-hand combat normally.

ARMOUR The Servitor has an armoured body (5+ save).

OPTIONS The Tarantula may be armed with a pair of weapons of the same kind chosen from the list below at the cost indicated.

Weapon	Points cost
Twin-linked lascannon	+55
Multi-melta (Nb. Counts as 1 multi-melta NOT 2)	+65
Twin-linked missile launchers with Super-krak missiles	+55
Twin-linked autocannon	+50
Twin-linked heavy bolters	+30



RAPIER LASER DESTROYER 65 points

The Blood Angels army must include at least one Techmarine in order to have any Rapier laser destroyers.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

CREW The Rapier laser destroyer has a crew of 1 Servitor.

WEAPONS Rapier laser destroyer with targeter. The Servitor has no additional weapons, but is allowed to fight in hand-to-hand combat normally.

ARMOUR The Servitor has an armoured body (5+ save).

BLOOD ANGELS ARMY LIST



SPACE MARINE LAND RAIDER 220 points

Land Raiders are large multi-role combat vehicles capable of carrying a squad of 10 Space Marines or 5 Terminators. The Blood Angels army must include at least one Techmarine in order to have any Land Raiders.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- CREW** One Space Marine driver and two Space Marine gunners.
- WEAPONS** Twin-linked lascannon in each side mount and twin-linked heavy bolters in the pintel mount. All these weapons have targeters. In addition the crew are armed with bolt pistols.
- ARMOUR** All crew wear power armour (3+ save).
- TRANSPORT** The Land Raider is designed to carry a full squad of 10 Space Marines or 5 Terminators.
- OPTIONS** The Land Raider may be fitted with auto-launchers with Frag or Blind grenades at an additional cost of +5 points.

SPACE MARINE WHIRLWIND 150 points

The Blood Angels army must include at least one Techmarine in order to have any Whirlwinds. The Whirlwind is a variant of the Rhino made by attaching a multiple missile launcher to its roof. The interior carries missiles and guidance equipment. The Whirlwind is used to provide medium range supporting fire.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- CREW** One Space Marine driver and one Space Marine gunner.
- WEAPONS** One multiple missile launcher. In addition, the crew are armed with bolt pistols.
- ARMOUR** All crew wear power armour (3+ save).
- OPTIONS** The Whirlwind may be fitted with auto-launchers with Frag or Blind grenades at an additional cost of +5 points.

SPACE MARINE PREDATOR 90 points

The Blood Angels army must include at least one Techmarine in order to have any Predators. The Predator is another common variant of the Rhino design. It includes extra armour and an enclosed armoured turret. This converts the Rhino into a dedicated fighting vehicle no longer capable of carrying crew. Predators are often equipped with side sponsons.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- CREW** One Space Marine driver and one Space Marine gunner for each weapon system (3 with side sponsons attached).
- WEAPONS** One autocannon mounted in the turret including targeter. In addition the crew are armed with bolt pistols.
- ARMOUR** All crew wear power armour (3+ save).



- OPTIONS** The Predator may be fitted with twin side sponsons (one each side). Each sponson carries one of the following: lascannon at +45 points, heavy bolter at +15 points or heavy flamer at +25 points.
- The Predator may be fitted with auto-launchers with Frag or Blind grenades at an additional cost of +5 points.
- The Predator may replace its standard turret armament of a single autocannon for twin-linked lascannons at an additional cost of +30 points.

**SPACE MARINE
RHINO**

50 points
The Blood Angels army must include at least one Techmarine in order to have any Rhinos. The Rhino is the ubiquitous Space Marine vehicle turned out in vast numbers in Chapter armouries throughout the galaxy. It is also the basis for many variants and field conversions.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- CREW** One Space Marine driver.
- WEAPONS** Twin-linked bolters with targeter. In addition, the driver is armed with a bolt pistol.
- ARMOUR** The driver wears power armour (3+ save).
- TRANSPORT** The Rhino is designed to carry a full squad of 10 Space Marines.
- OPTIONS** The Rhino may be fitted with auto-launchers with Frag or Blind grenades at an additional cost of +5 points.

**SPACE MARINE
RAZORBACK**

150 points
The Blood Angels army must include at least one Techmarine in order to have any Razorbacks. The Razorback is a Rhino whose crew compartment has been partially replaced by a turret and gunner.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- CREW** One Space Marine driver and one Space Marine gunner.
- WEAPONS** One lascannon and twin plasma guns linked in a turret mount with a targeter. In addition, the crew are armed with bolt pistols.
- ARMOUR** Both crew wear power armour (3+ save).
- TRANSPORT** The Razorback can carry a combat squad of 5 Space Marines.
- OPTIONS** The Razorback may be fitted with auto-launchers with Frag or Blind grenades at an additional cost of +5 points.

**SPACE MARINE
LAND SPEEDER**

145 points
The Blood Angels army must include at least one Techmarine in order to have any land speeders. The land speeder is a two man fast-attack vehicle powered by a gravitic reaction motor and capable of carrying a variety of weaponry.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

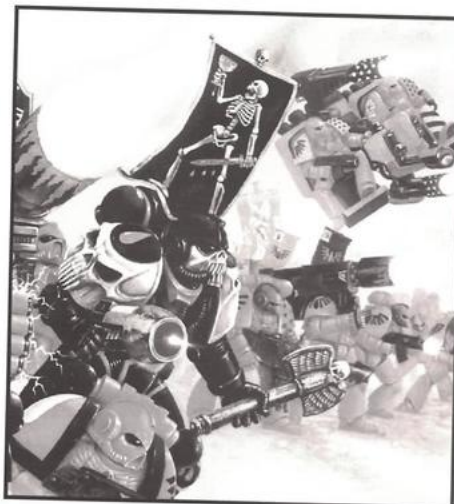
- CREW** One Space Marine driver and one Space Marine gunner.
- WEAPONS** Heavy flamer and multi-melta with targeter. In addition, both crew are armed with bolt pistols. Either crew may be given additional weapons chosen from the Assault Weapons or Special Weapons sections of the Wargear list.
- ARMOUR** Both crew wear power armour (3+ save).

**SPACE MARINE
ATTACK BIKE**

110 points
The Blood Angels army must include at least one Techmarine in order to have any attack bikes.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- CREW** One Space Marine driver and one Space Marine gunner.
- WEAPONS** Twin-linked bolters and multi-melta, both with targeters. In addition, both crew are armed with bolt pistols. Either crew may be given additional weapons chosen from the Assault Weapons or Special Weapons sections of the Wargear list.
- ARMOUR** Both crew wear power armour (3+ save).



BLOOD ANGELS SPECIAL CHARACTERS

COMMANDER DANTE, LORD OF THE BLOOD ANGELS

129 points + Wargear cards



Any Blood Angels army may include Commander Dante. If you decide to take him in your army then he must be the army commander.

Commander Dante is one of the most experienced and able Space Marine Commanders. In no small part this is due to the quite extraordinary longevity of the Blood Angels, which has meant that he has ruled the Chapter for over 1,100 years! He is held in awe by the leaders of most other Chapters, who can remember him being a famous Commander when they were still in the Scout Company. Because of his reputation, when it came to choosing a leader for the Armageddon intervention, the Masters of the other two Chapters taking part (the Ultramarines and the Salamanders) unanimously asked for him to be placed in command.

As a leader Dante is utterly fearless, and full of drive and initiative. If his opponents ever make a mistake Dante is on it like a flash, and he always exploits their error to the full. He has a reputation for leading from the front and can usually be found where the battle is fiercest, plummeting from the skies at the head of his personal bodyguard, a halo of power playing around his head.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Dante	4	8	7	5	5	4	8	4	10

WEAPONS Dante is armed with a power axe and the Inferno pistol. He also carries a bolt pistol, Frag and Krak grenades.

ARMOUR Commander Dante wears power armour that confers a 3+ armour save.

WARGEAR As a Mighty Hero Dante may have up to 3 Wargear cards. These will always be the Death Mask of Sanguinius, the Inferno pistol and a conversion field. In addition he is equipped with a jump pack. (Note that Dante's jump pack is *not* a Wargear card, and does not count against his limit of 3 cards.)

STRATEGY Commander Dante is a wise and highly experienced commander, and has a strategy rating of 5.

SPECIAL RULES

SPACE MARINES: The usual Break Test and Rapid Fire special rules apply.

BODYGUARD: Dante may be escorted by a five-man Veteran Blood Angels squad equipped with jump packs. This squad is selected from the normal army list, but costs half the points of a full ten-man squad equipped with jump packs (ie, 190 points instead of 380). Any number of models in Dante's bodyguard may be equipped with special weapons bought at additional cost from the Angels of Death Wargear list.



DEATH MASK OF SANGUINIUS

15 points

Dante's armour incorporates an incredibly lifelike golden mask that is said to have been modelled upon the features of Sanguinius. In battle it almost appears to come to life, and a halo of golden energy plays about the wearer's head striking terror into the hearts of his enemies.

The wearer of the helmet causes *terror* as described in the Warhammer 40,000 rulebook.

BLOOD ANGELS COMMANDER ONLY

THE INFERNO PISTOL

10 points

The Inferno pistol is a beautifully crafted and incredibly ancient weapon that dates back to the Dark Age of Technology. It uses principles based upon those used for the melta-gun to literally melt the target it is fired at.

The Inferno pistol takes a few seconds to recharge after each shot, and this means that if it is used in hand-to-hand combat then only the very first hit inflicted in each round of combat can be with the pistol. Any further hits will be inflicted with Dante's power axe. The Inferno pistol has the following characteristics:

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	AP
0-6	-	+1	-	8	D3	-4	D6+D3+8

Special: Close combat

BLOOD ANGELS COMMANDER DANTE ONLY

CONVERSION FIELD

10 points

A conversion field converts incoming energy into light, giving the bearer an additional saving throw of 4, 5 or 6 on a D6. This extra save is taken before an armour save and is not subject to saving throw modifiers so it always succeeds on a 4, 5 or 6. A successful save causes a blinding flash of light that illuminates an area with a radius equal to the Strength of the attacker or the weapon in inches. Any models within this area that have no eye protection will be blinded on a roll of 4, 5 or 6 on a D6 until the beginning of their next turn. Models that are blinded cannot move or shoot, and fight in hand-to-hand combat with a WS of 1.



VETERAN SERGEANT CLEUTIN, GUARDIAN OF THE SHROUD OF SANGUINIUS

52 points + Wargear cards

Any Blood Angels army may include Veteran Sergeant Cleutin.

The Shroud of Sanguinius is one of the Blood Angels' most revered holy relics. It is all that remains of the battle standard that the Emperor used to cover Sanguinius's dead body when he discovered it on Horus's battle-barge. The standard, soaked with the Primarch's blood, was retrieved by the Blood Angels and taken back to their home world of Baal. Over the millennia the fabric of the standard has slowly worn away, and now all that remains is a small fragment that is preserved in an iron box with a built-in stasis field. This box is kept by the present Guardian of the Shroud and never leaves his side under any circumstances.

The Shroud of Sanguinius is cared for by the Blood Angels' most senior Sergeant. Cleutin holds that rank at the present time, and is so old that it is said that he was the Sergeant in charge of Commander Dante's Scout squad when Dante joined the Chapter. Whatever the truth of this there is no doubting that Cleutin is a doughty and experienced warrior, and a worthy guardian of the Shroud.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Cleutin	4	5	5	5	5	2	5	2	9

WEAPONS Cleutin is armed with a bolt pistol, Frag and Krak grenades.

ARMOUR Cleutin wears power armour that confers a 3+ armour save.

WARGEAR As a Veteran Sergeant Cleutin may have 1 Wargear card, which will always be the Shroud of Sanguinius.

SPECIAL RULES

SPACE MARINES: The usual Break Test and Rapid Fire special rules apply.

SPECIAL PROFILE: Note that Cleutin's profile is not the same as a normal Veteran Sergeant's profile. His higher characteristics represent his exceptional abilities and his great experience.

SHROUD OF SANGUINIUS 50 points

Even though more than 10,000 years old, the remains of the Shroud of Sanguinius still radiate a powerful psychic aura. The Shroud is kept in a box protected by a stasis field. If the stasis field is turned off any Blood Angels that are nearby will be driven into an ecstatic state by the psychic vibrations.

The Guardian of the Shroud may choose to activate or deactivate the stasis field at the start of any Blood Angel turn. As long as the field is turned off any Blood Angels within 12" of the shroud become subject to *frenzy*. When the stasis field is reactivated the Blood Angels will return to normal. Note that the bearer of the Shroud is not affected by *frenzy* when the field is deactivated.

*MAY ONLY BE CARRIED BY THE GUARDIAN OF
THE SHROUD OF SANGUINIUS*

CHIEF LIBRARIAN MEPHISTON, LORD OF DEATH

240 points + Wargear cards

Any Blood Angels army may include Mephiston as a Chief Librarian.

Mephiston was originally known as Brother Calistarius. In this incarnation he was a Blood Angels Librarian of some ability and exceptional strength of character. None the less, when fighting as part of the relief force for Hades Hive during the Armageddon campaign he became a victim of the Red Thirst. Inducted into the Death Company, he took part in the assault on the Ecclesorium building, and was one of the many trapped inside when the building collapsed during the battle.

For seven days and seven nights Calistarius lay trapped in the rubble, teetering on the edge of death and madness. But somehow, rather than succumbing to the Red Thirst, he managed to conquer it. By sheer strength of will he was able to suppress and hold in check the feelings of rage and the desire for blood, and in so doing he became something far more than he had been before. On the seventh night, at midnight, he burst free from his rocky tomb, reborn as Chief Librarian Mephiston, the Lord of Death.

Mephiston is a figure of awe and reverence to the other Blood Angels. Many see him as the spiritual son of Sanguinius, and as a saviour in these times of woe. He is also a figure of hope, for if he was able to defeat the Red Thirst then there is always a chance that others may do so as well, if only they have sufficient strength of will.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Mephiston	6	8	6	7	6	4	9	4	10

WEAPONS Mephiston is armed with a Master-crafted Plasma pistol and a force sword. He also carries a bolt pistol, Frag and Krak grenades.

ARMOUR Mephiston wears power armour that confers a 3+ armour save.

WARGEAR As a Chief Librarian Mephiston may have up to 4 Wargear cards. These will always be a psychic hood (though in Mephiston's case it takes the form of a high collar), his force sword, the Master-crafted Plasma pistol and a refractor field.

PSYCHIC MASTERY Mephiston is a Chief Librarian and has a psychic mastery level of 4.

SPECIAL RULES

TRANSFIXING GLARE: Mephiston is able to transfix his opponents with his glowering eyes. At the start of a hand-to-hand combat round Mephiston may attempt to 'transfix' any one model he is fighting. The model must make a successful Leadership test on 2D6 to avoid Mephiston's gaze. If this is failed the model is transfixed and has its Weapon Skill reduced to 0 in the ensuing combat.

SPACE MARINES: The usual Break Test and Rapid Fire special rules apply.

BLOOD GREED: If Mephiston kills an opponent in hand-to-hand combat there is a chance that the power of the Red Thirst will overcome even his iron will and he will lose control of himself. Make a Leadership test on 2D6 for Mephiston when he slays an opponent in hand-to-hand combat. If Mephiston is being attacked by more than one enemy model he only has to make the test after he has slain all of his opponents. If Mephiston fails the test he must stop and drink the blood of his enemy. He may do nothing else – not even use his psychic powers – until he makes a successful Leadership test at the start of one of his future turns.

Should the enemy be foolish enough to charge Mephiston while he is feeding, then he will stop and become frenzied as described in the Warhammer 40,000 rulebook. So long as he remains frenzied he will not be subject to Blood Greed.

REFRACTOR FIELD

5 points

A refractor field is an energy bubble projected by a small generator no larger than a pistol holster. It operates by dispersing the energy of incoming shots and close combat attacks over the total area of the field. One unfortunate side effect is that when the field is switched on it produces a hazy band of light which makes it impossible for the wearer to hide.

The refractor field gives its wearer an extra saving throw of 5 or 6 on a D6. This save is always taken before a save for armour (if any) and is not subject to saving throw modifiers, so the save is 5+ whether the field is hit by a lascannon or a bolter.

MASTER-CRAFTED PLASMA PISTOL

15 points

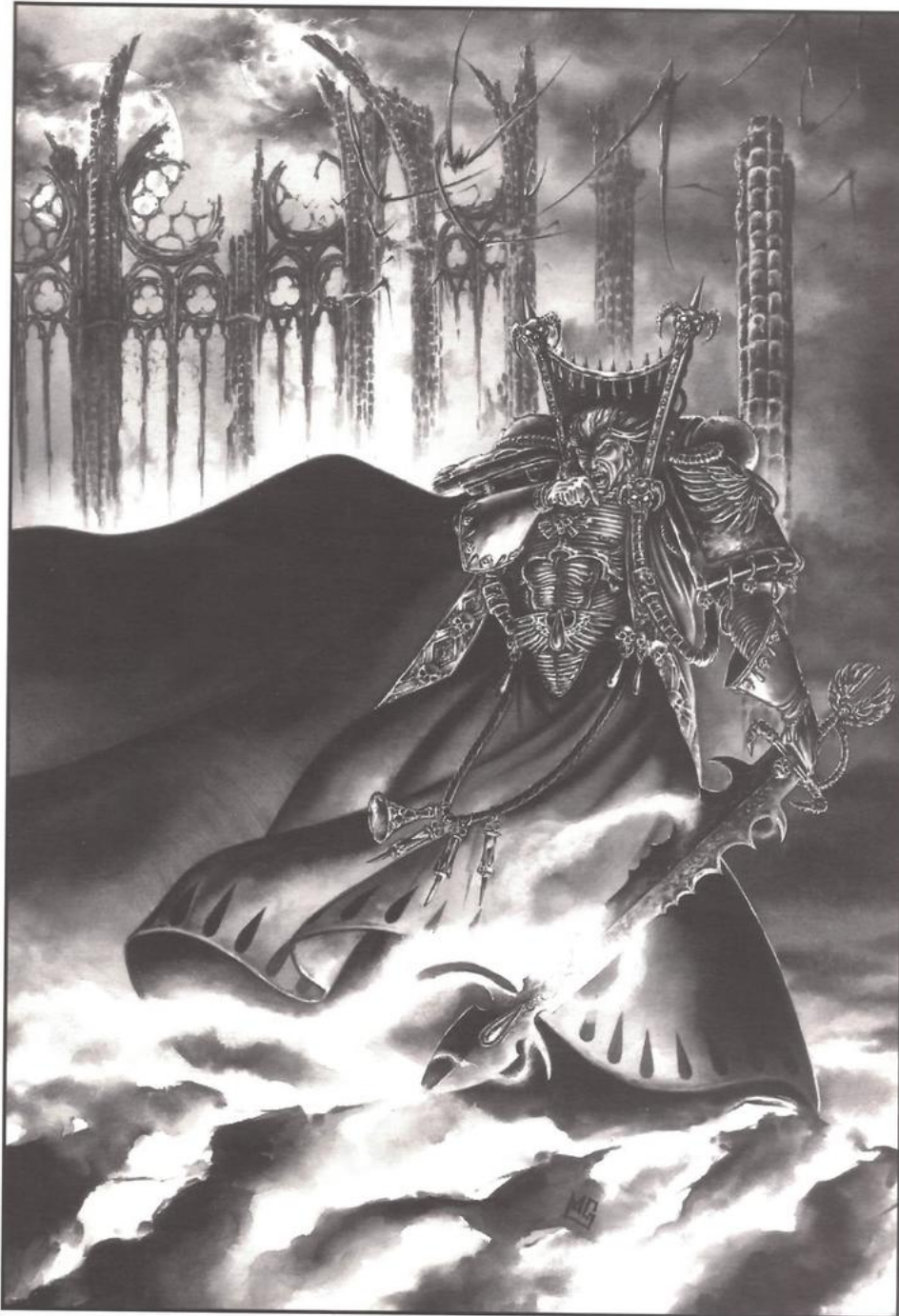
A weapon crafted by a master armourer and ornamented by the greatest artists is a worthy weapon for a warrior. Such weapons are treasured possessions for those lucky enough to receive them.

The energy source of a master-crafted Plasma pistol is far superior to that used in a normal Plasma pistol. The weapon does not have to recharge for a turn after it has been fired – it can be fired every turn if desired.

Short Range	Long Range	To Hit	Str	Dam	Save	AP
0-8	8-24	+2 -1	6	1	-1	D6+6

Special: Sustained fire 1 dice. Close combat





BLOOD ANGELS ARMY LIST

FORCE SWORD

10 points

Phased crystalline patterns along the force sword's blade coil iridescent psychic energy around it like a snake.

At the end of the psychic phase one unused Force card may be stored in the force sword instead of being placed on the Warp cards discard pile. The stored Force card may be retrieved from the weapon and used in subsequent psychic phases. In hand-to-hand combat the force sword increases the wielder's Strength characteristic by a number equal to his mastery level and wounds daemons automatically with no saving throw possible. The wielder may also expend the stored Force card to gain an extra +2 Strength and -2 armour save in hand-to-hand combat. The force sword can be used to parry.

PSYKERS ONLY

PSYCHIC HOOD

25 points

A psychic hood is in fact a web of fine wires and crystals set into a helmet or worn over the head. The effect of the psychic hood is to amplify a psyker's ability to disrupt manipulations of the warp by another psyker, making it easier to nullify psychic powers.

A psyker wearing a psychic hood is allowed to re-roll the dice throw when he attempts to nullify psychic powers.



PSYKERS ONLY

APOTHECARY CORBULO, SANGUINARY PRIEST OF THE BLOOD ANGELS 63 points + Wargear cards

Any Blood Angels army may include Corbulo as an Apothecary.

Corbulo is the most senior of all of the Blood Angels Sanguinary Priests. It is his duty to guard the Red Grail, the holy cup which was used to preserve the blood of Sanguinius after he was slain, and from which the assembled Sanguinary

Priests drink as part of the ritual of creation of all Blood Angels Priests.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Corbulo	4	6	6	5	5	2	6	2	9

WEAPONS

Corbulo is armed with a chainsword. He also carries a bolt pistol, Frag and Krak grenades.

ARMOUR

Corbulo wears power armour that confers a 3+ armour save.

WARGEAR

As a Space Marine Hero Corbulo may have up to 2 Wargear cards. One of these will always be the Red Grail. Corbulo may carry 1 further Wargear card chosen in the normal manner.



SPECIAL RULES

SPACE MARINES: The usual Break Test and Rapid Fire special rules apply.

RED GRAIL

100 points

The Red Grail is used to hold the blood of Sanguinary Priests during the induction rituals that are performed when a Blood Angel joins the Chapter. Its presence on the battlefield has a strange effect on the Blood Angels, enhancing the physical and psychological aspects which are most closely linked to their Primarch.

Any Blood Angels that are within 12" of the Grail add +2 to their Movement characteristic, and have their Strength and Weapon Skill increased by 1 point each.

BLOOD ANGELS APOTHECARY ONLY

BROTHER-CAPTAIN TYCHO, COMMANDER OF THE 3rd COMPANY

104 points + Wargear cards

Any Blood Angels army may include Brother-Captain Tycho. If you decide to take him in your army then he may be the army commander if you wish.

Brother-Captain Erasmus Tycho took charge of the 3rd Company of the Blood Angels when his predecessor was slain during the Battle for Armageddon. Tycho nearly suffered the same fate himself during a clash between his troops and a small Ork warband in the jungles that separated Armageddon Prime and Secundus. Early in the combat, which the Blood Angels eventually won, Tycho was the victim of a deadly psychic attack by an Ork Weirdboy and was left for dead.

Somehow, no-one is quite sure how, Tycho managed to survive, although the after-effects of the terrible mental assault resulted in one half of his face being paralysed into a horrible rictus grin. The Blood Angels' fine aesthetic taste and appreciation of artistic and beautiful things is well-known, so for them injuries of this type are almost worse than death itself. Tycho had a special mask made by the Blood Angels' most respected and revered artificer in order to hide the disfigurement of his features, but he will never forgive the Orks for what they have done to him.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Commander									
Tycho	4	7	7	5	5	4	7	4	10



WEAPONS

Tycho is armed with a combi-weapon that consists of a bolter and melita-gun, and has a set of digi-lasers fitted to the left hand of his power armour. He also carries a bolt pistol, Frag and Krak grenades.

ARMOUR

Commander Tycho wears power armour that confers a 3+ armour save.

WARGEAR

As a Mighty Hero Tycho may have up to 3 Wargear cards. Two of these will always be his combi-weapon and digi-lasers. Tycho may carry 1 further Wargear card chosen in the normal manner.

STRATEGY

Commander Tycho is a highly experienced commander, and has a strategy rating of 5.

SPECIAL RULES

SPACE MARINES: The usual Break Test and Rapid Fire special rules apply.

HATES ORKS: Tycho has never forgiven the Orks for what they did to him during the Battle for Armageddon. He is therefore subject to *hatred* when fighting against Orks.



DIGI-LASERS

6 points

Digital lasers are concealed weapons fitted into finger rings or the knuckles of a glove. Digi-lasers do not prevent a model using any other weapons. They are automatically fired at the start of hand-to-hand combat against opponents in base-to-base contact, before any attack dice are rolled and regardless of whose turn it is. The shots are worked out exactly the same way as normal, the wearer blasting away at point blank range as his attackers close. The digi-lasers get three shots, which may be divided amongst multiple opponents if desired. Once close combat has started the digi-lasers have no effect; the model doesn't gain any extra attack dice for having them.

COMBI-WEAPON

10 points

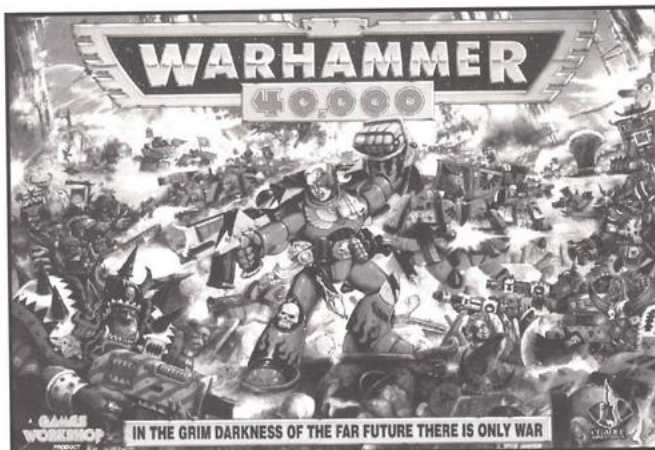
A combi-weapon is a combination of two basic weapons, in this case a bolter and a melita-gun. It was the development of combi-weapons which lead to the invention of the Imperial storm bolter.

Each shooting phase you can either fire just one barrel of the combi-weapon as per the normal rules, or fire both barrels at the same target with a -1 to hit modifier on both shots.

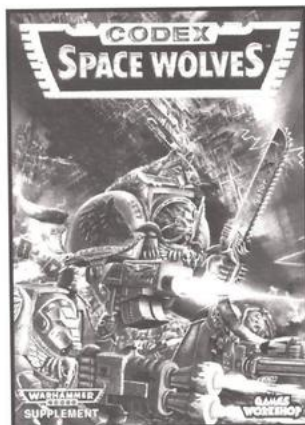
IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR...

In the nightmare future of the forty first millennium, mankind teeters on the brink of extinction. The galaxy-wide Imperium is ridden with dangers. Vast armies of Orks rampage through the heartlands, while hordes of Tyranids assault the borders.

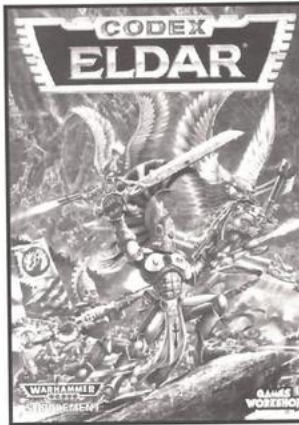
But the greatest danger lies within the warp. Here, malevolent forces of Chaos gather – their only purpose to crush mankind. Only the Emperor and his armies can protect humanity from these dire threats.



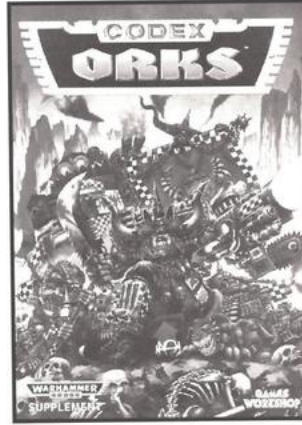
The ever-expanding series of Warhammer 40,000 Codex books has been designed to complement Warhammer 40,000. Each book deals exclusively with one of the major races of the 41st millennium, and contains extensive background and colour 'Eavy Metal' pages.



In ages past the Space Wolves Chapter of Space Marines was lead by their mighty Primarch Leman Russ. In battle his courage and ferocity were unequalled, and this legendary Wolf Lord indelibly stamped the Chapter with his headstrong nature and independent spirit. This book describes the unique history, organisation and fighting forces of the Space Wolves Chapter.



The Eldar are an ancient and sophisticated race, engulfed in a continuous battle for survival in a galaxy overrun by barbaric usurpers. Compared to the teeming Imperium and countless Ork hordes, the Eldar warriors are few, relying on their advanced weaponry and ritualised battle skills. This essential companion describes the history and armies of the Eldar in complete detail.



Orks are the most savage and warlike race in the whole galaxy. Their huge empire is divided among thousands of Warlords. Orks live for war and constantly strive to defeat their neighbours whatever race they might be! A background section describes the origins of the Ork race and all aspects of Ork 'Kultur'. The complete army list covers the vast array of Ork troop types.

DEVASTATING WAR MACHINES, WARGEAR AND PSYKERS



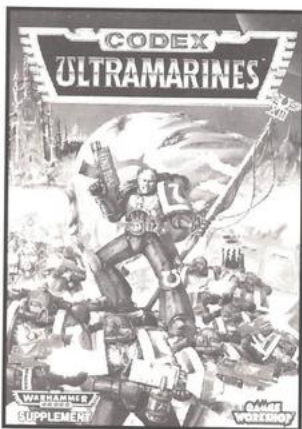
Warhammer 40,000 battles contains articles previously published in White Dwarf magazine up to and including issue 178.

Also included are full colour card copies of all the mission, vehicle and datafax cards featured in these articles plus three card battle bunkers for you to fight the new missions detailed in the articles.

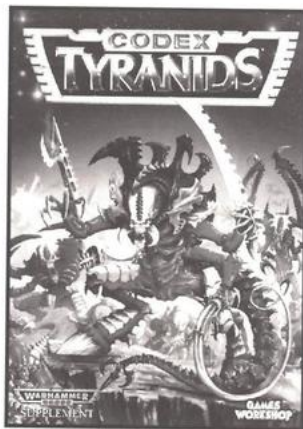


Dark Millennium brings the full range of deadly fighting machines, devastating psykers and exotic wargear to the Warhammer 40,000 game. This boxed supplement contains over twenty full colour vehicle datafaxes with a new deck of custom cards to let you customise your mechanised forces. Special rules and unique psychic disciplines are supplied for the mighty defenders of the Imperium and their enemies. Dark Millennium also contains dozens more Wargear cards, two sets of new Mission cards and a deck of strategy cards that allows you to use booby traps, support barrages, ambushes and more to confound and pummel your opponent!

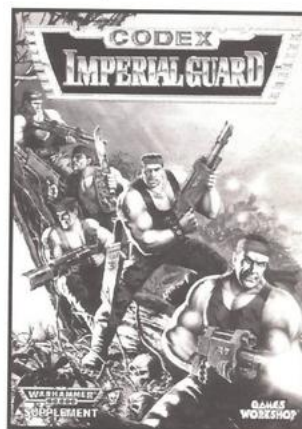
At the heart of each book is a complete army list, including a selection of special characters, enabling you to select your forces and assemble your army ready to take on any opponent. These books also contain unique information, armour, weapons, wargear and special rules unpublished in any other sources.



From the dawn of the Imperium the Ultramarines Chapter has served the Emperor with great loyalty and ferocity. Their Primarch, Roboute Guilliman, wrote the Codex Astartes, and the Chapter has exemplified its teachings ever since. The Codex army list in this volume can be used by the Ultramarines and many other Space Marine Chapters.



A vast and alien intellect has risen from the void of intergalactic space. The single monstrous entity which is the Tyranid race has found a new, rich feeding ground: the human galaxy. The Tyranids consume every living thing in their path and the galaxy is doomed unless they can be stopped. This invaluable supplement introduces the full horror of the Tyranid hordes to the Warhammer 40,000 game.



The Imperial Guard is the largest and most powerful force in the galaxy. Fighting across a hundred war zones and upon ten thousand planets, the ultimate war machine of the Imperium never ceases in the constant struggle against mankind's enemies. This Codex contains special rules for the Imperial Guard, as well as the background and history of many of the most famous regiments throughout the galaxy.

SPACE MARINES

COMMANDER DANTE LORD OF THE BLOOD ANGELS



COMMANDER DANTE
70096/1



COMMANDER DANTE'S
JUMP PACK
70096/3



INFERNO PISTOL
70096/2

THE COMPLETE
COMMANDER DANTE
CONSISTS OF:
1x COMMANDER DANTE
1x JUMP PACK
1x INFERNO PISTOL



THE COMPLETE LORD OF THE BLOOD ANGELS

MEPHISTON LORD OF DEATH



MEPHISTON LORD OF DEATH
70095/1



FORCE SWORD
70095/2

THE COMPLETE
MEPHISTON LORD OF DEATH
CONSISTS OF:
1x CHIEF LIBRARIAN MEPHISTON
1x FORCE SWORD
1x PLASTIC BACKPACK SPRUE

NOTE: THE BANNER
POLE SHOULD BE
REMOVED FROM THE
PLASTIC BACKPACK
FOR THIS PARTICULAR
MINIATURE.



THE COMPLETE MEPHISTON LORD OF DEATH

APOTHECARY CORBULO SANGUINARY PRIEST



APOTHECARY CORBULO
70094/1

THE COMPLETE
APOTHECARY CORBULO
CONSISTS OF:
1x APOTHECARY CORBULO
1x PLASTIC BACKPACK SPRUE

NOTE: THE BANNER
POLE SHOULD BE
REMOVED FROM THE
PLASTIC BACKPACK
FOR THIS PARTICULAR
MINIATURE

BROTHER CAPTAIN TYCHO

THE COMPLETE
BROTHER CAPTAIN TYCHO
CONSISTS OF:
1x BROTHER CAPTAIN TYCHO
1x PLASTIC BACKPACK SPRUE



BROTHER CAPTAIN TYCHO
70097/1



100

Designed by Jes Goodwin

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SPACE MARINES

COMMANDER AZRAEL SUPREME GRAND MASTER OF THE DARK ANGELS



COMBI-WEAPON
70090/2

THE COMPLETE
COMMANDER AZRAEL
CONSISTS OF:
1x COMMANDER AZRAEL
1x THE LION HELM BEARER
1x BANNER POLE
1x COMBI-WEAPON
1x BANNER POLE TOP



BANNER POLE TOP
70090/4



COMMANDER AZRAEL
70090/1



THE LION HELM BEARER
70090/5



BANNER POLE
70090/3



THE COMPLETE DARK ANGELS
SUPREME GRAND MASTER

ASMODAI INTERROGATOR-CHAPLAIN



ASMODAI
70091/1

THE COMPLETE
INTERROGATOR-CHAPLAIN
CONSISTS OF:
1x ASMODAI
1x POWER SWORD ARM
1x PLASTIC BACKPACK SPRUE



POWER SWORD ARM
70091/2



THE COMPLETE DARK ANGELS
INTERROGATOR-CHAPLAIN

EZEKIEL GRAND MASTER OF LIBRARIANS



EZEKIEL
70092/1

THE COMPLETE
GRAND MASTER OF LIBRARIANS
CONSISTS OF:
1x EZEKIEL
1x FORCE SWORD
1x PLASTIC BACKPACK SPRUE



FORCE SWORD
70092/2



THE COMPLETE DARK ANGELS
GRAND MASTER OF LIBRARIANS



Designed by Jes Goodwin

101

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SPACE MARINES

BROTHER BETHOR BEARER OF THE SACRED STANDARD



BROTHER BETHOR
70093/1

A COMPLETE
BEARER OF THE SACRED
STANDARD CONSISTS OF:
1x BROTHER BETHOR
1x DARK ANGELS STANDARD TOP
1x PLASTIC BACKPACK SPRUE
1x CHARACTER ARM SPRUE



DARK ANGELS STANDARD TOP
70093/2



THE COMPLETE BROTHER BETHOR
BEARER OF THE SACRED STANDARD

SPACE MARINE SERGEANTS



BLOOD ANGELS
SERGEANT 1
0422/1



SPACE MARINE
SERGEANT 1
0819/3



DARK ANGELS
SERGEANT 1
0421/1



BLOOD ANGELS
SERGEANT 2
0808/1



SPACE MARINE
SERGEANT 2
0813/1

THESE MINIATURES ARE SUPPLIED WITH A PLASTIC CHARACTER ARM SPRUE AND A PLASTIC CHARACTER BACKPACK SPRUE



EXAMPLES OF COMPLETED SPACE MARINE SERGEANTS



SPACE MARINES

MARNEUS CALGAR MASTER OF THE ULTRAMARINES



MARNEUS CALGAR
70084/1



CALGAR'S
BANNER POLE TOP
70084/4



CALGAR'S
RIGHT GAUNTLET
70084/2



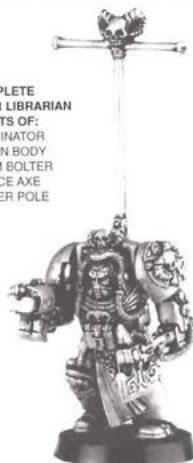
CALGAR'S
BANNER POLE
70084/3

A COMPLETE
MARNEUS CALGAR
CONSISTS OF:
1 x MARNEUS CALGAR
1 x GAUNTLET
1 x BANNER POLE
1 x BANNER POLE TOP



LIBRARIAN IN TERMINATOR ARMOUR

A COMPLETE
TERMINATOR LIBRARIAN
CONSISTS OF:
1 x TERMINATOR
LIBRARIAN BODY
1 x STORM BOLTER
1 x FORCE AXE
1 x BANNER POLE



TERMINATOR
LIBRARIAN BODY
70156/1



STORM BOLTER
0441/4



FORCE AXE
70156/2



LIBRARIAN
STANDARD POLE
70156/3

CHAPLAIN IN TERMINATOR ARMOUR

A COMPLETE
TERMINATOR CHAPLAIN
CONSISTS OF:
1 x TERMINATOR
CHAPLAIN BODY
1 x STORM BOLTER
1 x CROZIUS ARCANUM
1 x BANNER POLE



TERMINATOR
CHAPLAIN BODY
70155/1



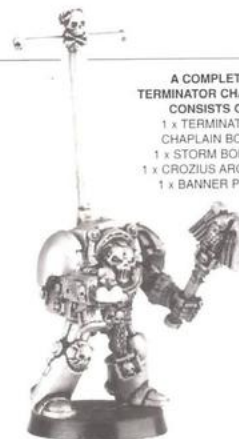
STORM BOLTER
0441/4



CROZIUS ARCANUM
70155/2



CHAPLAIN'S
BANNER POLE
70155/3



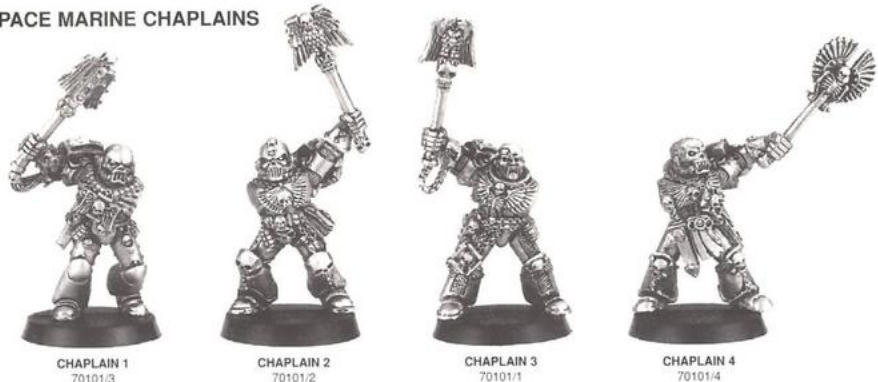
Designed by Jes Goodwin

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SPACE MARINES

SPACE MARINE CHAPLAINS

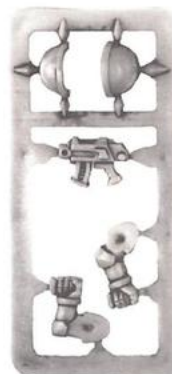


CHAPLAIN 1
70101/3

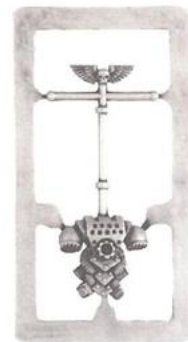
CHAPLAIN 2
70101/2

CHAPLAIN 3
70101/1

CHAPLAIN 4
70101/4



CHARACTER ARM SPRUE
102533



CHARACTER BACKPACK SPRUE
102532

EACH OF THESE MINIATURES IS SUPPLIED WITH A PLASTIC CHARACTER ARM SPRUE AND A PLASTIC CHARACTER BACKPACK SPRUE



EXAMPLES OF COMPLETED SPACE MARINE CHAPLAINS



104

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SPACE MARINES

LIBRARIANS



LEXICANIUM 1
70080/1



LEXICANIUM 2
70080/2



EPISTOLARY 1
70087/1



EPISTOLARY 2
70087/2



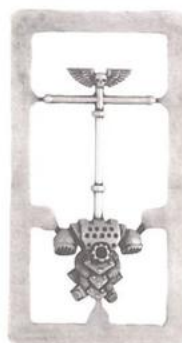
CODICIER 1
70083/2



CODICIER 2
70083/1



CHARACTER ARM SPRUE
102533



CHARACTER BACKPACK SPRUE
102532

EACH OF THESE MINIATURES IS SUPPLIED WITH A PLASTIC CHARACTER ARM SPRUE AND A PLASTIC CHARACTER BACKPACK SPRUE



EXAMPLES OF COMPLETED SPACE MARINE LIBRARIANS



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SPACE MARINES®

DEATHWING TERMINATORS



DEATHWING
TERMINATOR 1
0809/1



DEATHWING
TERMINATOR 2
0809/2



DEATHWING
SERGEANT
0809/7

LEFT HAND WEAPONS



DEATHWING
HEAVY FLAMER
0809/4



DEATHWING
STORM BOLTER
0809/3



DEATHWING
ASSAULT CANNON
0809/3



DEATHWING
SHIELD
0809/9



DEATHWING
BACK BANNER
0809/10

RIGHT HAND WEAPONS



DEATHWING
CHAINFIST
0809/6



DEATHWING
POWER GLOVE
0809/5



DEATHWING
POWER SWORD
0809/8

A DEATHWING TERMINATOR
SQUAD MAY INCLUDE OTHER
MODELS FROM OUR SPACE
MARINE RANGES

THE COMPLETE DEATHWING TERMINATOR CONSISTS OF:

- 1 X BODY
- 1 X LEFT ARM
- 1 X RIGHT ARM

THE TERMINATOR SERGEANT
IS ALSO SUPPLIED WITH
1 X BACK BANNER
1 X SHIELD



EXAMPLES OF COMPLETED DEATHWING TERMINATORS



SPACE MARINES

TERMINATORS



TERMINATOR BODY 1
70157/1



TERMINATOR BODY 2
0441/3



TERMINATOR BODY 3
70157/2



TERMINATOR
SERGEANT BODY
0441/1

RIGHT HAND WEAPONS



RIGHT LIGHTNING CLAW
70154/11



STORM BOLTER
0441/4



HEAVY FLAMER
70153/10



ASSAULT CANNON
0441/5

LEFT HAND WEAPONS



LEFT LIGHTNING CLAW
70154/12



POWER FIST
0441/6



CHAINFIST
0441/8



POWER SWORD
0441/7



SERGEANT
STANDARD POLE
0441/2



TERMINATOR SHIELD
0809/9

CYCLONE MISSILE LAUNCHER



CYCLONE MISSILE
LAUNCHER FRONT
70157/5



CYCLONE MISSILE
LAUNCHER BODY
70157/4



TARGETER
70157/3

THUNDER HAMMER AND STORM SHIELD



STORM SHIELD ARM
70159/4



STORM SHIELD
70159/5

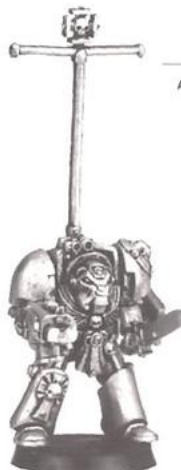


THUNDER HAMMER
70159/3

A COMPLETE SPACE MARINE
TERMINATOR CONSISTS OF:
1 x TERMINATOR BODY
1 x LEFT ARM
1 x RIGHT ARM

A COMPLETE SPACE MARINE
TERMINATOR SERGEANT CONSISTS OF:
1 x TERMINATOR SERGEANT BODY
1 x STORM BOLTER ARM
1 x POWER SWORD ARM
1 x TERMINATOR SHIELD
1 x SERGEANT STANDARD POLE

A COMPLETE CYCLONE TERMINATOR
CONSISTS OF:
1 x TERMINATOR BODY
1 x CYCLONE BODY
1 x CYCLONE FRONT
1 x STORM BOLTER
1 x TARGETER



EXAMPLES OF COMPLETED SPACE MARINE TERMINATORS



Designed by Jes Goodwin

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SPACE MARINES

SPACE MARINE CAPTAINS



CAPTAIN WITH TERMINATOR HONOURS
70260/1



DARK ANGELS CAPTAIN
70265/5



ULTRAMARINE CAPTAIN
70262/19



BACKPACK CLOAK
70263/7



A COMPLETE
SPACE MARINE CAPTAIN
CONSISTS OF:
1 x CAPTAIN
1 x BACK PACK CLOAK



VETERAN CAPTAIN
70261/2

BLOOD ANGELS DEATH COMPANY



BLOOD ANGELS DEATH
COMPANY TROOPER 1
0424/3



BLOOD ANGELS DEATH
COMPANY TROOPER 2
0424/4



BLOOD ANGELS DEATH
COMPANY TROOPER 3
0424/2



BLOOD ANGELS CHAPLAIN
0424/1

THESE MINIATURES ARE SUPPLIED WITH PLASTIC SPACE MARINE ARMS, CLOSE COMBAT AND BACKPACK SPRUES



EXAMPLES OF COMPLETED DEATH COMPANY



SPACE MARINES

APOTHECARIES

A COMPLETE APOTHECARY CONSISTS OF:
1 x APOTHECARY
1 x MEDI-PACK
1 x CHARACTER ARM SPRUE



APOTHECARY 1
70082/1



APOTHECARY 2
70082/2



APOTHECARY
MEDI-PACK 1
70082/3



EXAMPLE OF A COMPLETED APOTHECARY

VETERAN SERGEANTS



VETERAN SERGEANT 1
WITH BIONIC EYE
70081/2



VETERAN SERGEANT 2
WITH CUSTOMISED
BOLT PISTOL
70081/4



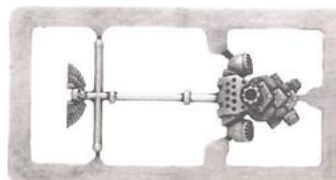
VETERAN SERGEANT 3
WITH BIONIC ARM
70081/1



VETERAN SERGEANT 4
WITH AUXILIARY
GRENADE LAUNCHER
70081/3



CHARACTER ARM SPRUE 102533



CHARACTER BACKPACK SPRUE 102532

EACH OF THESE MINIATURES IS SUPPLIED WITH A PLASTIC CHARACTER ARM SPRUE AND A PLASTIC CHARACTER BACKPACK SPRUE



EXAMPLES OF COMPLETED SPACE MARINE VETERAN SERGEANTS

Designed by Jes Goodwin

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SPACE MARINES®

COMPANY STANDARD BEARER



COMPANY STANDARD BEARER
70086/1

A COMPLETE COMPANY STANDARD BEARER CONSISTS OF:
1 x STANDARD BEARER
1 x COMPANY STANDARD TOP
1 x PLASTIC BACKPACK SPRUE
1 x CHARACTER ARM SPRUE



BLOOD ANGELS COMPANY STANDARD TOP 1
70098/2



COMPANY STANDARD TOP 1
70086/2



TECHMARINES

A COMPLETE TECHMARINE CONSISTS OF:
1 x TECHMARINE
1 x TECHMARINE BACK PACK
1 x CHARACTER ARM SPRUE



TECHMARINE 1
70085/1



SERVO - ARM BACKPACK 1
70085/3



TECHMARINE 2
70085/2



SERVITORS



SERVITOR 1
072000/1



SERVITOR 2
072000/2



SPACE MARINES

SPACE MARINE DEVASTATORS



HEAVY BOLTER
0813/6



LASCANNON
0813/5



MISSILE LAUNCHER
0813/4



SPACE MARINE
DEVASTATOR 1
0813/3



HEAVY PLASMA GUN
0422/7



SPACE MARINE
DEVASTATOR 2
0813/2

A COMPLETE SPACE MARINE DEVASTATOR
CONSISTS OF:
1 x SPACE MARINE DEVASTATOR
1 x HEAVY WEAPON
1 x PLASTIC SPACE MARINE ARM SPRUE
1 x PLASTIC SPACE MARINE BACKPACK SPRUE



EXAMPLES OF COMPLETED SPACE MARINE DEVASTATORS

SPACE MARINES WITH SPECIAL WEAPONS



SPACE MARINE
WITH PLASMA GUN
0421/2



SPACE MARINE
WITH FLAMER
0819/4



SPACE MARINE
WITH MELTA GUN
0808/2



COMPLETED SPACE MARINE
WITH PLASMA GUN

THESE MINIATURES ARE SUPPLIED WITH A SEPARATE PLASTIC SPACE MARINE BACKPACK SPRUE

Designed by Jes Goodwin

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SPACE MARINES®

JUMP PACK ASSAULT MARINES



JUMP PACK SERGEANT 1
0426/3



JUMP PACK SERGEANT 2
70100/1

A COMPLETE JUMP PACK
ASSAULT MARINE
CONSISTS OF:
1 x ASSAULT MARINE
1 x JUMP PACK



JUMP PACK
0426/4



JUMP PACK TROOPER 1
0426/2



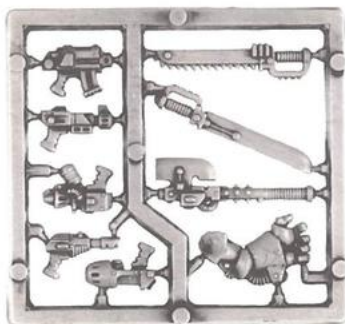
JUMP PACK TROOPER 2
0426/1



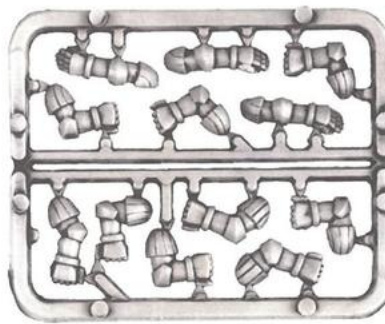
JUMP PACK TROOP 3
70100/3



JUMP PACK TROOPER 4
70100/2



SPACE MARINE CLOSE COMBAT SPRUE 103437



SPACE MARINE ARM SPRUE 101789

THESE MINIATURES ARE SUPPLIED WITH A PLASTIC SPACE MARINE ARM SPRUE A PLASTIC BACKPACK SPRUE AND A CLOSE COMBAT SPRUE



EXAMPLES OF COMPLETED JUMP PACK ASSAULT TROOPS



SPACE MARINES

SPACE MARINE ARMOUR VARIANTS



SPACE MARINE
MK2 'CRUSADE' ARMOUR
70106/45



SPACE MARINE
MK3 'IRON' ARMOUR
70106/44



SPACE MARINE
MK4 'MAXIMUS' ARMOUR
70106/47



SPACE MARINE
MK5 'HERESY' ARMOUR
70106/46



SPACE MARINE MK6 ARMOUR 1
70106/48



SPACE MARINE MK6 ARMOUR 2
70106/49



SPACE MARINE MK6 ARMOUR 3
70119/42



SPACE MARINE MK6 ARMOUR 4
70119/43



SPACE MARINE MK7 ARMOUR 1
70106/50



SPACE MARINE MK7 ARMOUR 2
70106/51



SPACE MARINE MK7 ARMOUR 3
0819/1



SPACE MARINE MK7 ARMOUR 4
0819/2



SPACE MARINE
MK7 ARMOUR 5
70106/55



SPACE MARINE
MK7 ARMOUR 6
70106/56



SPACE MARINE
MK7 ARMOUR 7
70106/54



SPACE MARINE
MK8 'ERRANT' ARMOUR
70106/57



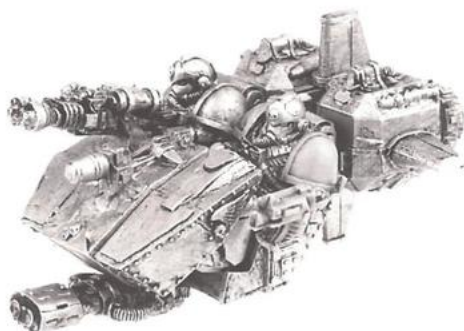
Designed by Jes Goodwin

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SPACE MARINES

SPACE MARINE LAND SPEEDER



EXAMPLE OF A COMPLETED SPACE MARINE LAND SPEEDER

THE COMPLETED SPACE MARINE LAND SPEEDER CONSISTS OF

- 1 x SPACE MARINE PILOT
- 1 x SPACE MARINE GUNNER
- 1 x HEAVY FLAMER
- 1 x MULTIMELTA
- 1 x LAND SPEEDER CHASSIS
- 1 x LAND SPEEDER FOOT REST
- 1 x STABILISER FIN
- 1 x LEFT FAIRING
- 1 x RIGHT FAIRING
- 2 x ENGINE NOZZLES
- 2 x LAND SPEEDER SEATS
- 2 x LAND SPEEDER BACK RESTS
- 1 x PLASTIC CHARACTER ARM SPRUE
- 1 x ENGINE POD TOP
- 1 x ENGINE POD BOTTOM
- 1 x PLASTIC FLYING BASE



MULTI - MELTA
00439/13



LAND SPEEDER FOOT REST
00439/8



RIGHT FAIRING
00439/7



LEFT FAIRING
00439/6



HEAVY FLAMER
00439/14



ENGINE POD BOTTOM
00439/4



SPACE MARINE PILOT
00439/2



SPACE MARINE GUNNER
00439/1



ENGINE POD TOP
00439/5



BACK REST
00439/11



STABILISER FIN
00439/9



CHASSIS
00439/3



ENGINE NOZZLE
00439/12

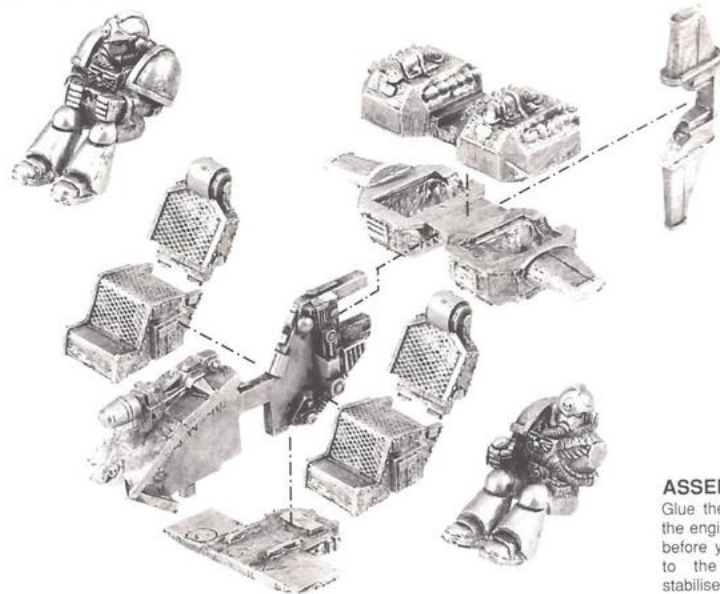


SEAT
00439/10



SPACE MARINES

ASSEMBLY STAGE 1

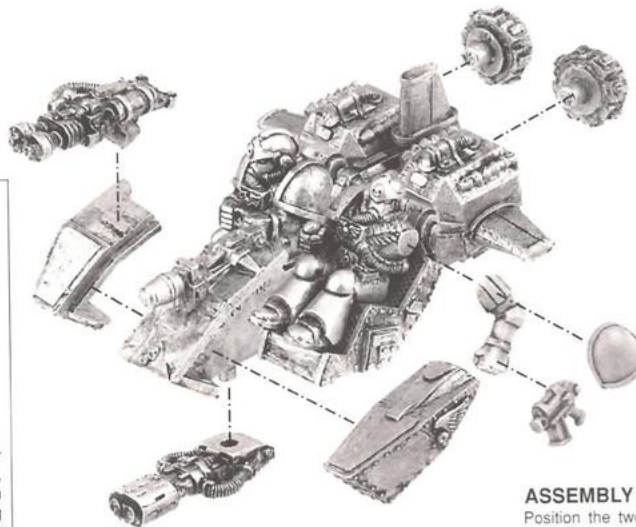


ASSEMBLY NOTE
Glue the two halves of the engine pod together before you attach them to the chassis and stabiliser fin.

ASSEMBLY STAGE 2



ASSEMBLY NOTE
To ensure that your model remains stable, carefully remove the pin at the top of the flying base with a sharp modelling knife, as shown above. Then glue your finished model to the base.



ASSEMBLY NOTE
Position the two Space Marine crew members onto your Land Speeder before you attach the fairings to your model.



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SPACE MARINES

SPACE MARINE DREADNOUGHT



THE SPACE MARINE DREADNOUGHT BOXED SET CONTAINS:

- 1 x SARCOPHAGUS
- 1 x REAR BODY
- 1 x LOWER BODY
- 1 x LEGS
- 2 x FOOT
- 1 x POWER PLANT
- 1 x RIGHT HAND WEAPON
- 1 x LEFT HAND WEAPON
- 1 x AUTO LAUNCHER
- 1 x DREADNOUGHT BANNER POLE

EXAMPLE OF A COMPLETED AND PAINTED SPACE MARINE DREADNOUGHT



REAR BODY
0425/11



AUTO LAUNCHER
0425/7



POWER PLANT
0425/4



LOWER BODY
0425/2



FOOT
0425/8



LEGS
0425/9

LEFT ARM WEAPONS



MISSILE LAUNCHER POD
0442/24



MISSILE LAUNCHER
0442/23



POWER FIST
0425/6

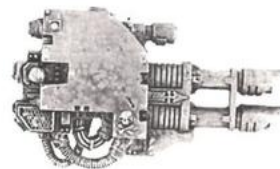


POWER FIST ARM
0425/5

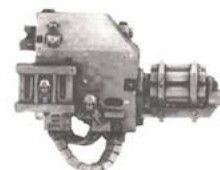
RIGHT ARM WEAPONS



MULTI - MELTA
0425/3



TWIN LASCANNON
0442/22



ASSAULT CANNON
0427/16

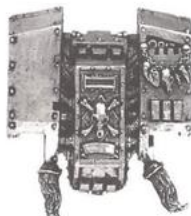
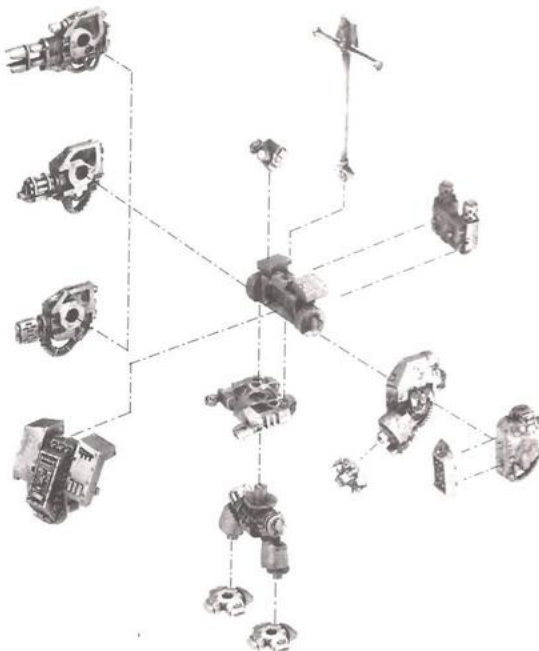


SPACE MARINES

SPACE MARINE DREADNOUGHT

THIS IS A CODEX DREADNOUGHT WHICH MAY BE USED BY ANY SPACE MARINE CHAPTER. A CODEX DREADNOUGHT MAY BE ARMED WITH ANY COMBINATION OF WEAPONS PICTURED IN THE THIS ASSEMBLY DIAGRAM.

WHEN ORDERING YOUR DREADNOUGHT MAIL ORDER PLEASE STATE WHICH WEAPONS YOU REQUIRE.



SPACE WOLF DREADNOUGHT
SARCOPHAGUS
0427/10



DARK ANGELS DREADNOUGHT
SARCOPHAGUS
0442/26



DREADNOUGHT CODEX 1
SARCOPHAGUS
0442/20



BLOOD ANGELS DREADNOUGHT
SARCOPHAGUS
0425/1



DARK ANGELS DREADNOUGHT
BANNER POLE
0442/25



CODEX DREADNOUGHT
BANNER POLE
0442/21



BLOOD ANGELS DREADNOUGHT
BANNER POLE
425/12



SPACE WOLVES DREADNOUGHT
BANNER POLE
0427/15



Designed by Jes Goodwin

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SPACE MARINE RAZORBACK

RAZORBACK



